

USING AToM³ FOR THE VERIFICATION OF WORKFLOW APPLICATIONS

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Abstract: In this paper, we propose an approach for the verification of workflow applications using AToM³ and Event B. Workflow carries applications where many actors take part and cooperate in order to execute operations. Upon composing those operations, many problems such as deadlock, freeness and livelock might appear. In this context, we are going to show how to build a meta-model for UML activity diagram in AToM³. From this meta-model, AToM³ generates a visual tool to build and to specify workflow applications where syntactical verification is made. Further, we are going to define a graph grammar to generate a textual code from the graphically specified workflow. This code will maintain information about all the activities and their dependencies. Another role of the graph grammar is to generate an Event B machine used for the verification of the workflow. Structural errors like deadlock and absence of synchronization can be captured from the resulted Event B model. Functional requirements are also verified using the resulted Event B model.

1 INTRODUCTION

Workflow application consists on a composition of many application components that should be executed in a specific order depending on their control and data dependencies (Espinosa et al., 2000). They are extensively used in scientific fields like meteorology, bioinformatics, biology and astronomy (Foster and Kesselman, 1998). This can cause a structural error in the workflow. Deadlocks and lack of synchronisation are examples of those errors (Sumit et al., 2007). It becomes an imperative to maintain the correctness of the workflow applications from their conception to their execution.

It is therefore necessary to follow a strict process of modeling, and formal verification. This allows one to rigorously verify required properties before the implementation. The last few years have witnessed the emergence of a number of successful specifications approaches which dealt with workflow applications (Sadiq and Orłowska, 1996) (Wang et al., 2008). More precisely, activity diagrams are used to model organisational process. Thus, a sequencing of a set of activities which are defined to accomplish larger and sophisticated goals. They are adequate to specify workflow (Dumas and Hofstede, 2001) (Russell et al., 2006).

On the other hand, workflow verification can be composed of semantic, syntactic and structural verification. Semantic verification means that the model is in conformance with the business process goals. Syntactic verification means that the model is in conformance with the grammar of the language. Structural verification means that the model will not lead to erroneous execution like deadlock and problem of synchronization.

In our previous work (Ben Younes and Ben Ayed, 2008), we have proposed a specification and verification approach using UML activity diagrams (UML AD) to specify workflow applications and Event B to prove the correctness of the workflow. A workflow application is initially specified with UML AD. The resulting model is then transformed into event B and required properties are added as invariants of this model. The next step consists on the verification that the model preserves properties using the tool B4free. We considered syntactical and structural properties. The generation of Event B model is based on a set of translation rules and properties are added by the user.

In this paper, we propose an approach for the verification of workflow applications using AToM³ (De Lara and Vangheluwe, 2002a). This allow an automatic verification of syntactical and structural properties. AToM³ supports model transformation using

graph grammar. In ATOM³, formalisms and models are described as graphs. From the specification of a formalism (i.e., graph), ATOM³ produces a tool to operate visually (create and edit) models described in the formalism indicated. With ATOM³, meta-modelling becomes easier, since the graphical interface provided to specify any formalism. Using Entity relationship formalism or UML class diagram, users can create their own formalism. Besides, depending on the graph grammar, this tool can transform graphical model in a specified formalism into another equivalent model expressed in a different formalism such as textual one (De Lara and Vangheluwe, 2002b) (Raida El Mansouri and Chaoui, 2008).

This contribution aims at first to obtain a visual tool to model workflow applications in activity diagram formalism using meta-modelling. And to automate the transformation of this model into a textual code, using graph grammar. The graph grammar will map the model created to form a well structured Event B machine ready to be proved with B4free. Structural properties are verified based on graph grammar. When there is added properties, which are not related to activities diagrams but to user requirements, the event B model can be used.

Using this solution, syntactical properties are verified with ATOM³ and structural and semantics properties are verified with Event B. This allows to avoid generated errors, due to syntactical errors, in the resulting Event B model. Then, only structural and semantic properties are considered. Also, the transformation of activity diagram into Event B preserves the equivalence between the two models thanks to the use of graph grammar, compared to our previous works, where we should to prove the correctness of transformation rules.

The paper before hands is organized as follows: in section 2 we present meta-modelling in ATOM³. In section 3, we define graph grammar in ATOM³. Section 4 as such highlights how to specify activity diagram and generate a visual tool for this formalism. Section 5 is devoted to propose a graph grammar so as to generate a textual code and Event B machine from the model of workflow. In section6, we propose an algorithm for the detection of structural errors in workflow applications. In order to validate our approach, we expose an case study of workflow application. Finally , the last section concludes our work.

2 META MODELLING

A meta-model is the process of modelling a syntax and a semantics of a formalism. Thus, a meta-

modelling tool allows a domain experts to build a meta-model and synthesize a domain specific modelling environment from it. In ATOM³, the highest meta-model level is the Entity Relationship model and UML class diagram. Entity and rel (relationship) are the two component of Entity Relationship meta-meta-model. To make a meta-model modelled with one of the two meta-meta-models used in ATOM³ more expressive and to give it some constraints depending on its type, we should add other constraints to the meta-model (formalism) using constraints language. So no syntactical errors will be found in the future models. For example, when we model the meta-model of UML activity diagram, an activity generally does not have more than one outgoing connection. This constraint can not be expressed graphically, we need to encode it in Python language. It is also possible in ATOM³ to encode a constraint using Object Constraint Language OCL used in UML.

3 GRAPH GRAMMAR

The grammar of graph is made up of a rules of production, each one of them contains a graph on the left (LHS) and another on the right (RHS). After mapping a LHS and a sub-graph of our model, when there is an agreement between these two graphs, the rule can be applied. As a result, this sub-graph is replaced by the RHS of the rule. In ATOM³, the model transformations are specified through a graph grammars, and consist on an initial action, a final action and a transformation rules. Each rule consists on a Left Hand Side (LHS) and a Right Hand Side (RHS) graphs, a Condition (pre condition), an Action (post condition) and a Priority properties.

During the execution of a model transformation, Graph Rewriting Processor (GRP) of ATOM³ iterates through the list of the rules sorted by their priority in an ascending order (De Lara and Vangheluwe, 2002b). Then, it tries to apply the current rule to the model. If the rule makes a match (LHS pattern is found and conditions are met), it is executed and the GRP repeats trying each rule again from the beginning of the list. This continues until there are no more rules that can be applied. And then the GRP notify that the model transformation is completed.

So a model transformation such as a code generation, a simulators and a graph reduction which are a graph grammar based, can be created in ATOM³. An important aspect in a model transformation is the automatic generation of the target model, obtained by the transformation, thanks to the graph grammar.

4 META MODELLING UML ACTIVITY DIAGRAMS

Using the Entity Relationship, meta-formalism, as defined in AToM³, we can specify an activity diagram.

First, we consider it at an abstract level. And, we focus on how an activity diagram models are modelled at a conceptual level. In an activity diagram, an activity should have a type which may be exchangeable by an initial, a final or a simple activity and a name as well. An activity is linked to another activity, to a synchronization node or to a choice node. Based on those considerations and as it is shown in figure 1, we have designed an Entity dropped from the meta-formalism of the Entity Relationship with two attributes (we can add more if needed). This Entity named state is respectively linked to the Entity synchronization (AND), to the Entity choice (OR) and to the Entity branchement. The Entity OR and the Entity AND have an attribute type which value can be split or join.

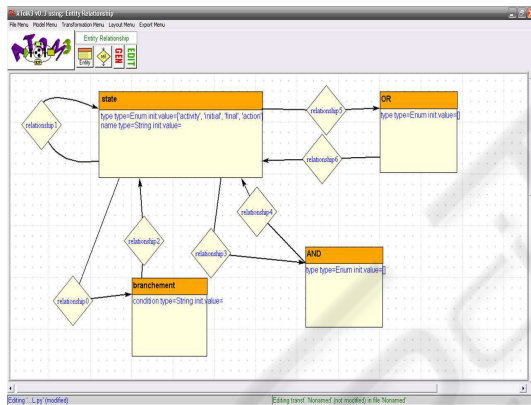


Figure 1: Meta-model of UML Activity diagrams.

After creating this model with AToM³, some constraints should be added as it is shown in figure 3. The use of such constraint will verify the conformance of a workflow model with UML activity diagram. Hence, Syntactical errors will be forbidden in our formalism. In fact, when we build a workflow model using our formalism, errors like having a model that contain a Activity node with more than one outgoing connections will be denied. So, a message containing this error will be reported to the users and the creation of such errors will be stopped (figure 2).

We have the choice to encode those constraints in OCL or in Python scripts. As examples of those constraints, a state Entity does not have more than one incoming connection and more than one outgoing connection. A state that is an Initial activity does not have any incoming connection. A State that is a final

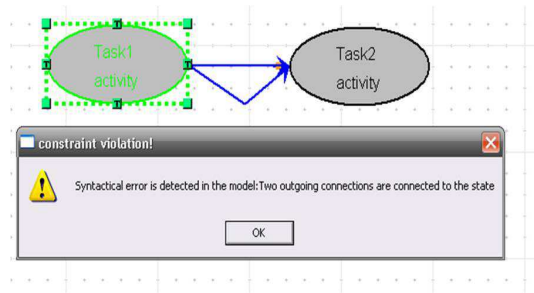


Figure 2: The detection of Syntactical errors.

activity does not have any outgoing connection. Also AND split node does not have more than two outgoing connections and more than one incoming connection and so on. As AToM³ is able to generate the activity diagram formalism, a tool to specify any workflow models in the formalism of UML activity diagram is created.

In our approach, we consider that the node AND split (also an OR split) does not have more than two outgoing connections. For that, an AND split node having more than two outgoing connections can be created simply through composing the first one more than twice. The same thing with an OR join and an AND join.

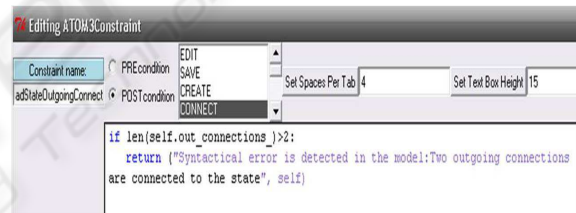


Figure 3: Editing constraint in AToM³.

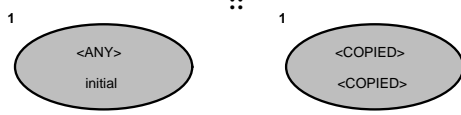
5 MODEL TRANSFORMATION: OUR GRAPH GRAMMAR

In this section, we will cast our graph grammar able to transform a graphical workflow models to a textual code and to an Event B machine. The purpose behind this automatic transformation is to prove the correctness of a workflow. An Activity diagram model will be mapped into a file that contains all activities names and the dependencies between them and also another Event B machine file. This graph grammar is shown in table 1.

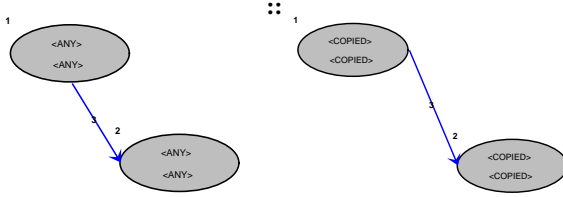
This graph grammar contains a six rules proceeding with an Initial action that opens the two files and gives to all model nodes an attribute named visited. Each rule of our graph grammar contains a graph in the LHS and another in the RHS. All nodes on both

Table 1: A graph grammar to generate textual code and Event B machine.

Rule 1: Generates an initial activity and the head of the Event B machine with the name of workflow model. Priority 1. Condition: $node(1).visited==0$ Action: $node(1).visited=1$

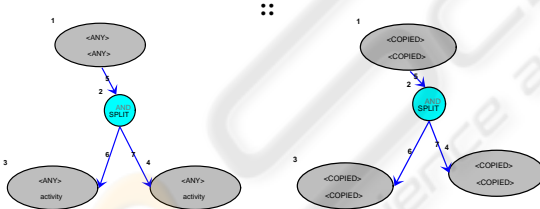


Rule 2: Generates an activities connected sequentially and an Event B machine structurally organized from this sequential execution of the activities. Priority 2. Condition: $node(2).visited==0$ Action: $node(1).visited=1$ and $node(2).visited=1$



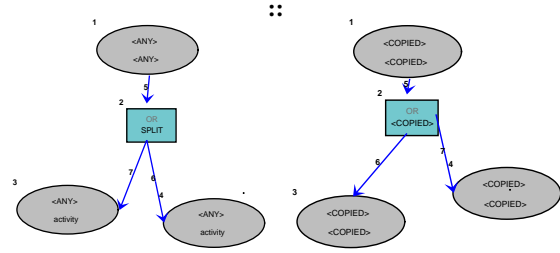
```
VARIABLES stateNi
INVARIANT stateNi: {node(1).name, node(2).name}
ASSERTIONS (stateNi:=node(1).name & G0node(2).name)
INITIALISATION stateNi:=node(1).name
EVENTS
Eventseq=SELECT stateNi:=node(1).name & G0node(2).name THEN stateNi:=node(2).name ||
S0node(2).name END END
```

Rule 3: Generate an activities connected with an AND split and an Event machine B structurally organized from the AND split execution of the activities. Priority 3. Condition: $node(2).visited==0$ Action: $node(1).visited=1$ and $node(2).visited=1$ and $node(3).visited=1$ and $node(4).visited=1$



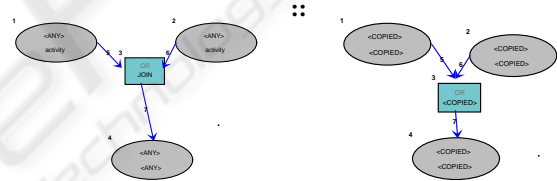
```
VARIABLES stateN(i+1)B1, stateN(i+1)B2
INVARIANT stateN(i+1)B1: {node(1).name, node(3).name} & stateN(i+1)B2: {node(1).name,
node(4).name}
ASSERTIONS (stateN(i+1)B1:=node(1).name & G0node(3).name) or (stateN(i+1)B2:=node(1).name
& G0node(4).name)
INITIALISATION stateN(i+1)B1:=node(1).name || stateN(i+1)B2:=node(1).name
EVENTS
Eventand_split=IF G0node(3).name & stateN(i+1)B1:=node(1).name THEN
stateN(i+1)B1:=node(3).name || S0node(3).name ELSIF G0node(4).name &
stateN(i+1)B2:=node(1).name THEN stateN(i+1)B2:=node(4).name || S0node(4).name END
END
```

Rule 4: Generates an activities connected to an OR split and an Event machine B structurally organized from the OR split execution of the activities. Priority 5. Condition: $node(2).visited==0$ Action: $node(1).visited=1$ and $node(2).visited=1$ and $node(3).visited=1$ and $node(4).visited=1$



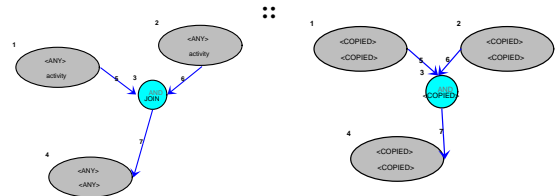
```
VARIABLES stateN(i+1)B1, stateN(i+1)B2
INVARIANT stateN(i+1)B1: {node(1).name, node(3).name} & stateN(i+1)B2: {node(1).name,
node(4).name}
ASSERTIONS (stateN(i+1)B1:=node(1).name & G0node(3).name & condition(node(1).name)) or
(stateN(i+1)B1:=node(1).name & G0node(4).name & not(condition(node(1).name)))
INITIALISATION stateN(i+1)B1:=node(1).name || stateN(i+1)B2:=node(1).name
EVENTS
Eventor_split=IF stateN(i+1)B1:=node(1).name & G0node(3).name & condition(node(1).name)
THEN stateN(i+1)B1:=node(3).name || S0node(3).name ELSIF stateN(i+1)B2:=node(1).name
& G0node(4).name & not(condition(node(1).name)) THEN stateN(i+1)B2:=node(4).name ||
S0node(4).name END END
```

Rule 5: Generates an activities connected with an OR join and an Event machine B structurally organized from the OR join execution of the activities. Priority 6. Condition: $node(3).visited==0$ Action: $node(1).visited=1$ and $node(2).visited=1$ and $node(3).visited=1$ and $node(4).visited=1$



```
VARIABLES stateN(i+1)B1, stateN(i+1)B2
INVARIANT stateN(i+1)B1: {node(1).name, node(4).name} & stateN(i+1)B2: {node(2).name,
node(4).name}
ASSERTIONS (stateN(i+1)B1:=node(1).name & G0node(4).name) or (stateN(i+1)B2:=node(2).name
& G0node(4).name)
INITIALISATION stateN(i+1)B1:=node(1).name or stateN(i+1)B2:=node(2).name
EVENTS
Eventor_join=IF G0node(4).name & stateN(i+1)B1:=node(1).name THEN S0node(4).name ||
stateN(i+1)B1:=node(4).name ELSIF G0node(4).name & stateN(i+1)B2:=node(2).name THEN
S0node(4).name || stateN(i+1)B2:=node(4).name END END
```

Rule 6: Generates an activities connected with an AND join and an Event machine B structurally organized from this AND join execution of the activities. Priority 4. Condition: $node(2).visited==0$ Action: $node(1).visited=1$ and $node(2).visited=1$ and $node(3).visited=1$ and $node(4).visited=1$



```
VARIABLES stateN(i+1)B1, stateN(i+1)B2
INVARIANT stateN(i+1)B1: {node(1).name, node(4).name} & stateN(i+1)B2: {node(2).name,
node(4).name}
ASSERTIONS (stateN(i+1)B1:=node(1).name & stateN(i+1)B2:=node(2).name & G0node(4).name)
INITIALISATION stateN(i+1)B1:=node(1).name || stateN(i+1)B2:=node(2).name
EVENTS
Eventand_join=IF stateN(i+1)B1:=node(1).name & stateN(i+1)B2:=node(2).name & G0node(4).name
THEN stateN(i+1)B1:=node(4).name || stateN(i+1)B2:=node(4).name || S0node(4).name END
END
```

LHS and RHS are labelled with a number. This number is used during the execution of the transformation. Each rule has a condition and an action constraint. Here in our grammar `node(1).visited` means attribute visited of the node labelled with the number 1. `G0x` is the guard of the activity with the name `x`. `S0x` is the substitution that takes place when the event is executed on the activity with the name `x`.

Each workflow pattern is transformed into an Event B machine which contain one Event. To preserve the semantic of UML activity diagram via an Event B machine, we use a tokens in all obtained Event B machine that express the state during the execution of the workflow. `StateNi` is the token used in rule2. `StateN(i+1)B1`, `StateN(i+1)B2` are the tokens used in rule 3, 4, 5 and 6. The tokens values are the name of the activities. The variable 'i' is a counter that it is initialized to 1 after the initial activity and after an OR split node or AND split node it is increased with 1 and after an OR join node or AND join node it is decreased with 1. Each Event, corresponding of each workflow pattern, will be fired if its guard is true and the token is affected to it's initial value.

As a Final action of the graph grammar mentioned above, we erase the temporal attribute visited from all model nodes and we close the two initially created files. So, the obtained Event B machine can be attainable through combining all the obtained machines applying the six rules. Thus, one consistent Event B machine will be obtained.

6 WORKFLOW WITH STRUCTURAL ERRORS

Deadlock and absence of synchronization are examples of the structural errors that can be found in a workflow models (Wang et al., 2008). A deadlock occurs in a workflow model, if an OR split node is complemented with an AND join node. As for the problem of synchronization, it occurs when an AND split node is complemented with an OR split node. To detect such errors, we can apply an algorithm which is explained in this current section. However, its worth noticing that before applying the algorithm, a preliminary test can be applied to the model. We count the numbers of the AND split, AND join, OR split and OR join which are presented in the model. If the number of the AND split is equal to the number of the AND join and the number of the OR split is equal to the number of the OR join, then, we pass to the execution of the algorithm. Else, if the number of the AND split is superior to the number of the AND join, and the number of the OR split is inferior to the number of

the OR join, we conclude that one or more problems of synchronization is found in the model. Else if the number of the AND split is inferior to the number of the AND join, and the number of the OR split is superior to the number of the OR join, then, a deadlock is found in our model. In the second case the number of errors (absence of synchronization) presented in the model can be determined by withdrawing the number of the AND join from the number of the AND split. In our approach, after verifying the workflow, a report containing the type of errors and their location exactly in the model will be reported to the user.

When we apply the algorithm, we can localize where the errors are detected exactly. The algorithm will operate on the obtained file that contains all activities names and the inter dependencies between them.

Algorithm 1: ALGORITHM H_1 .

```

Data: Subject file.
Result: Type of errors, Location
begin
  while (exist (AND join)) do
    Incoming_activities (A, B, AND join)
    t:=0,Prev(A):=A,Prev(B):=B
    Verif_future (Prev(A))
    Verif_future (Prev(B))
    while (Prev (A) != InitialTask or Prev (B) != InitialTask) do
      if (exist (Outgoing_activities(Prev(A), Prev(B), TYPE split)) then
        | Treatment
      else
        if (t=0) then
          | Seek(Prev(A))
          | t=1
        else
          | Seek(Prev(B))
          | t=0

```

After dealing with the node AND join node the algorithm will deal with the node OR join. We define here the role of the functions used in the algorithm.

-`exist (AND join)`: returns the line where an AND join (respectively OR join node) is mentioned and 0 if not.
 -`depth (AND join)`: is calculated through withdrawing the number of the OR join and the AND join from the number of the AND split and the OR split occurred from the initial activity to this AND join node.

-`Incoming_activities (A, B, AND join)`: modifies the two parameters A and B with the names of the two activities which are the incoming activities.

-`Prev (A)`: the Previous of the activity A. If C and A

are executed sequentially so $Prev(A) := Prev(C)$
 -Verif_future (Prev (A)): return 1 if the activity A comes from the future, else 0
 -Outgoing_activities (Prev (A), Prev (B), TYPE)): modifies the parameter TYPE with the name of the split node which has A and B like an outgoing activities. It returns the line of the split, or 0 if it does not exist.
 -Seek (Prev (A)): returns the previous of A.
 -Treatment: tests if the node TYPE split can generate a structural errors and then fills the report file with the necessary information.

7 CASE STUDY

To illustrate our approach, we give an example of a workflow application. First, we try to model the workflow using the formalism created with ATOM³, then, we apply the model transformation to the design. Suppose that we want to design a workflow application that read three numbers a, b and c from dispersed workstations. Then, the application is scripted into the following Mathematical equation $(a-b)*c$.

Applying the graph grammar listed above to our model, two files will be created. In this section, we are focus on the file which involves the activities names and their dependencies. Then, applying the preliminary test to the obtained file shown in figure 6, we found that: $Number(AND\ split) = 4 > Number(AND\ join) = 3$. And $number(OR\ split) = 0 < Number(OR\ join) = 1$. Therefore, we conclude that one error of lack of synchronization exists in our model.

To better explain the algorithm of section 6, we use the file shown in figure 5, then, we apply our algorithm. First, $Prev(Task13) = Task13$ and $Prev(Task14) = Task14$. We cross the file in order to seek for Task13. We found a sequential execution for Task12 and Task13. So $Prev(Task13) = Prev(Task12)$. At a later stage, we verify if Task12 and Task14 are the results of a same join node, which is false. So, we continue searching for $Prev(Task13)$ and $Prev(14)$. For Task14, we found Task14 and Task11 are sequentially connected consequently $Prev(Task14) = Prev(Task11)$. Task11 and Task12 are not the result of a join node. Task 11 is an activity created after a join node having Task7 and Task 8 like incoming activities so $Prev(Task14) = Prev(Task11) = Prev(Task7, Task9)$. Besides, Task7 and Task8 originate from an AND join node having Task4 as incoming activity. Checking if Task4 and Task12 are originate from the same join node we have found out that this was wrong, hence, we carry on our search. As

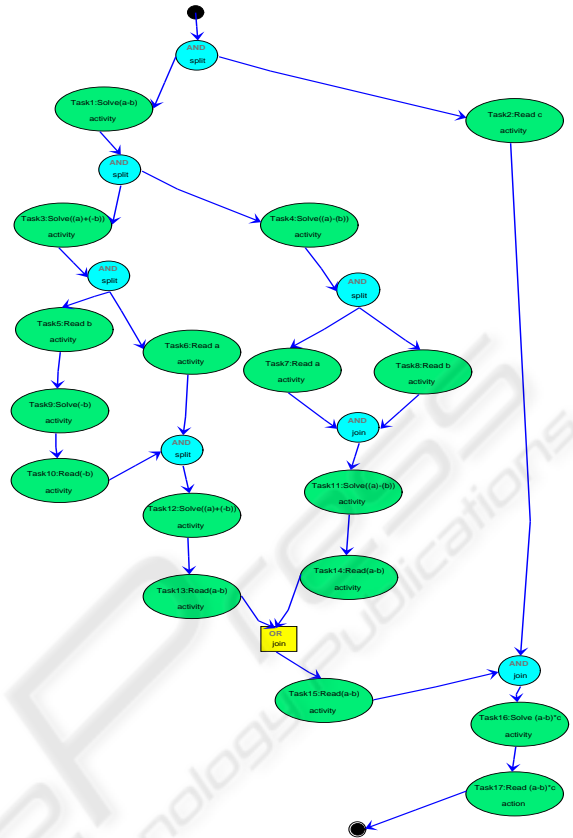


Figure 4: Representation of the workflow specification using activity diagram formalism.

Type of Link	Name of Activity	Name of Activity	Name of Activity
act_initial	Initial Task	null	null
seq	Task5:Read b	Task9:solve(-b)	null
seq	Task12:Solve((a)+(-b))	Task13:Read (a-b)	null
seq	Task11:solve((a)-(-b))	Task14:Read (a-b)	null
seq	Task16:solve(a-b)*c	Task17:Read (a-b)*c	null
seq	Task9:Solve(-b)	Task10:Read (-b)	null
seq	Task17:Read (a-b)*c	Final Task	null
and_split	Initial Task	Task1:solve(a-b)	Task2:Read c
and_split	Task3:solve((a)+(-b))	Task6:Read a	Task5:Read b
and_split	Task4:solve((a)-(-b))	Task7:Read a	Task8:Read b
and_split	Task1:solve(a-b)	Task3:solve((a)+(-b))	Task4:solve((a)-(-b))
or_split	Task13:Read (a-b)	Task14:Read (a-b)	Task15:Read (a-b)

Figure 5: Resulted code from the graph transformation.

for Task12, $Prev(Task12) = Prev(Task10, Task6)$ and $Prev(Task10) = Prev(Task9) = Prev(Task5)$ so $Prev(Task10, Task6) = Prev(Task5, Task6) = Prev(Task3)$. Thus, we found that Task3 and Task4 resulted from an AND split node. We can see that an AND join is complemented with an OR join node. It is an error of absence of synchronization. So, this message is reported to the user and the location of this error will be reported as well as shown in figure 6.

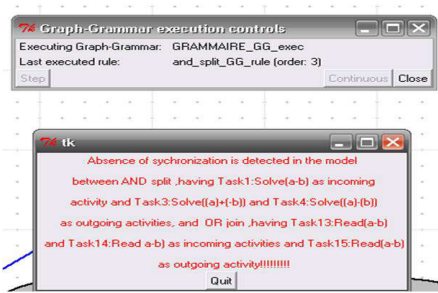


Figure 6: Reported message.

Now, we use another example of a workflow model as shown in the figure 7. We will show, with the use of this example, the importance of using Event B in our approach.

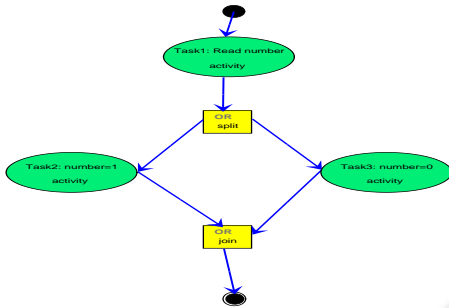


Figure 7: Workflow model.

This example illustrates a sequential execution of an initial task and Task1, which allows to initialize the variable number with any natural number chosen arbitrary, and an OR split node, which depending of the value of the variable number, it will conduct the execution of the workflow to Task2 if number is equal to one and to the Task3 if this number is equal to zero. Then an OR join node is complemented with the OR split. Applying our graph grammar to the example of 7, we obtain the Event B machine shown in figure 8 with three Event the first for the sequential execution, the second for the OR join node execution and the third for the OR split node execution.

```

MACHINE workflow_model
VARIABLES stateN1, stateN2B1, stateN2B2
INVARIANT stateN1:={Initial_Task,Task1} & stateN2B1:={Task1, Task2, Final_Task} &
stateN2B2:={Task1, Task3, Final_Task}
ASSERTIONS (stateN1=Initial_Task & G0Task1) or (stateN2B1=Task1 & G0Task2
& condition (Task1)) or (stateN2B2=Task1 & G0Task3 & not(condition (Task1))) or
(G0Final_Task & stateN2B1=Task2) or (G0Final_Task & stateN2B2=Task3)
INITIALISATION stateN1:=Initial_Task || stateN2B1:=Task1 || stateN2B2:=Task1
EVENTS Eventseq=SELECT stateN1=Initial_Task & G0Task1 THEN stateN1:=Task1 ||
S0Task1 END;
Eventor_split=IF stateN2B1=Task1 & G0Task2 & condition (Task1) THEN stateN2B1:=Task2
|| S0Task2 ELSIF stateN2B2=Task1 & G0Task3 & not(condition(Task1)) THEN
stateN2B2:=Task3 || S0Task3 END;
Eventor_join=IF G0Final_Task & stateN2B1=Task2 THEN S0Final_Task ||
stateN2B1:=Final_Task ELSIF G0Final_Task & stateN2B2=Task3 THEN S0Final_Task ||
stateN2B2:=Final_Task END END
    
```

Figure 8: Obtained Event B machine from graph transformation.

After obtaining this Event B machine, some transformations should be made in the whole model. Some of those transformation will be made automatically and other manually by the the workflow modeller. For automatic transformation, we transform Task_i for i from 1 to 3 with i and Initial_Task with zero and Final_Task with 4. Transforming G0Task₁, G0Task₂, G0Task₃ and G0Final_Task to the real guard of respectively Task₁, Task₂, Task₃ and Final_Task and substituting S0Task₁, S0Task₂, S0Task₃ and S0Final_Task with the real substitution of respectively Task₁, Task₂, Task₃ and Final_Task. After making those transformation, a well structured event B model is obtained. we edit the resulted machine in the tool Atelier B as shown in the figure 9

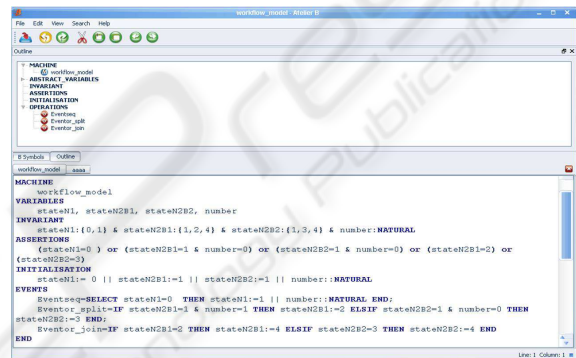


Figure 9: Workflow model.

This model, Event B machine, contains ASSERTIONS clauses and INVARIANT clauses. INVARIANT clause describes the properties of the attributes defined in the clause VARIABLES. The ASSERTION clause states that one of the events guards is always true. This means that there is no deadlock. If several events can be fired at the same time, then one of them will be selected in a non-deterministic way. If, in a given state, no event may be fired, then the system is blocked. We conclude that a deadlock occur. In addition, users can define other properties of the workflow using Event B. Thus, the accordance with the business process goals (workflow) can be verified.

	nPD	nPRI	nPRa	nUn	%Pr
AssertionLemmas	1	0	0	1	0
Initialisation	3	0	3	0	100
Eventseq	1	0	1	0	100
Eventor_split	2	0	2	0	100
Eventor_join	2	0	2	0	100
workflow_model	9	0	8	1	88

Figure 10: Summary of proofs reported from Atelier B.

8 CONCLUSIONS

In this paper, we discussed the advantages of using meta-modelling and model transformation. ATOM³, the tool that implements these two concepts, is very useful in automatic way.

The originality of the work under focus stems from the fact that it casts light on two different waves of research and takes benefit from both of them. In doing so, first, it aims to obtain a visual tool to model workflow applications in activity diagram formalism using meta-modelling, in order, to ensure syntactical verification. Then, to automate the transformation of this model into a textual code, using graph grammar to verify structural errors like deadlock and absence of synchronization. The graph grammar will map the model created to form a well structured Event B machine ready to be proved formally with B Method. One has recourse to use Event B since the semantic verification that we gain.

Indeed, we apply our algorithm to the generated file containing activities names and the interdependencies. As a result, structural errors, like deadlock and absence of synchronization, can be captured from the model. The file containing Event B machine can be used formally, to find structural errors and to verify the semantic of the workflow model.

The use of the variant B allows to automatically generate Proofs of obligation and this is the motivation for the use of such formal method. In the case of complex workflow applications, using the refinement and the composition as defined in B method our approach allows to specify and to verify the whole application by decomposing it in sub modular.

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