



Electronic Systems Design  
Synthesis Verification Testing Power Communication






# UML/Profiles

**Emad Ebeid**  
PhD Student,  
Department of Computer Science  
University of Verona  
Italy  
Email: emad.ebeid@univr.it

**Davide Quaglia**  
Assistant Professor  
Department of Computer Science  
University of Verona  
Italy





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# Overview

- What is Modeling language?
- What is UML?
- A brief history of UML
- Understanding the basics of UML
- UML diagrams
- UML Profiles
- UML Modeling tools

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## What is Modeling language?

A modeling language is any artificial language that can be used to express *information, knowledge* or *systems* in a structure that is defined by a consistent set of rules. The rules are used for interpretation of the meaning of components in the structure

- A modeling language can be graphical or textual

OCLPrecondition: authorsName <= null and title <= null

Graph Pattern


```

classDiagram
    class this {
        Constraints
        Changes
    }
    class book_Book {
        available = true
        title = title
    }
    class writer_Writer {
        name == authorsName
        Constraints
        Changes
    }
    this --> book_Book : owns
    this --> writer_Writer : knows/Writers
    writer_Writer --> book_Book : iWritersBy
    
```

```

class Diagram {
    <<stateDiagram-v2>>
        [*] --> Start
        Start --> Stop
        Stop --> [*]
    }
    class Diagram {
        <<stateDiagram-v2>>
            [*] --> Start
            Start --> Stop
            Stop --> [*]
        }
    }
    
```

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## Model-based development

- Models can be refined continuously until the application is fully specified

«sc\_method» producer

start

out1

```

stateDiagram-v2
    [*] --> NotStarted
    NotStarted --> Started : start
    
```

→ refine

producer

```

void generate ()
{for (int i=0; i<10;
i++;
{out1 = i;}}
    
```

```

stateDiagram-v2
    [*] --> NotStarted
    NotStarted --> Started : start/generate ()
    state Started {
        [*] --> St1
        St1 --> St2
        St2 --> St1
    }
    
```

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## Model-Driven Architecture (MDA)™

- It was launched by the Object Management Group (OMG) in 2001
- MDA provide portability, interoperability, maintainability and reusability of models
- MDA approach defines system functionality using a platform-independent model (PIM) using an **appropriate domain-specific language**

The diagram shows three nested ovals representing the layers of Model-Driven Engineering: MDE (outermost), MDD (middle), and MDA (innermost). To the right is a circular diagram titled 'Model Driven Architecture' with 'UML' at the center. The inner ring lists languages: CORBA, JAVA, .NET, and C#/.NET. The outer ring lists domains: Pervasive Services, Web Services, Directory, Space, Manufacturing, Finance, E-Commerce, Telecom, HealthCare, More..., Transportation, and Events.

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## Model-Driven Architecture viewpoints

- **The Platform Independent Model (PIM):** The functional and non-functional aspects
- **The Platform Description Model (PDM):** HW and SW resources
- **The Platform Specific Model (PSM):** System architecture

A flow diagram showing two boxes labeled 'PIM' and 'PDM' at the top. Arrows from both boxes point downwards to a single box labeled 'PSM'.

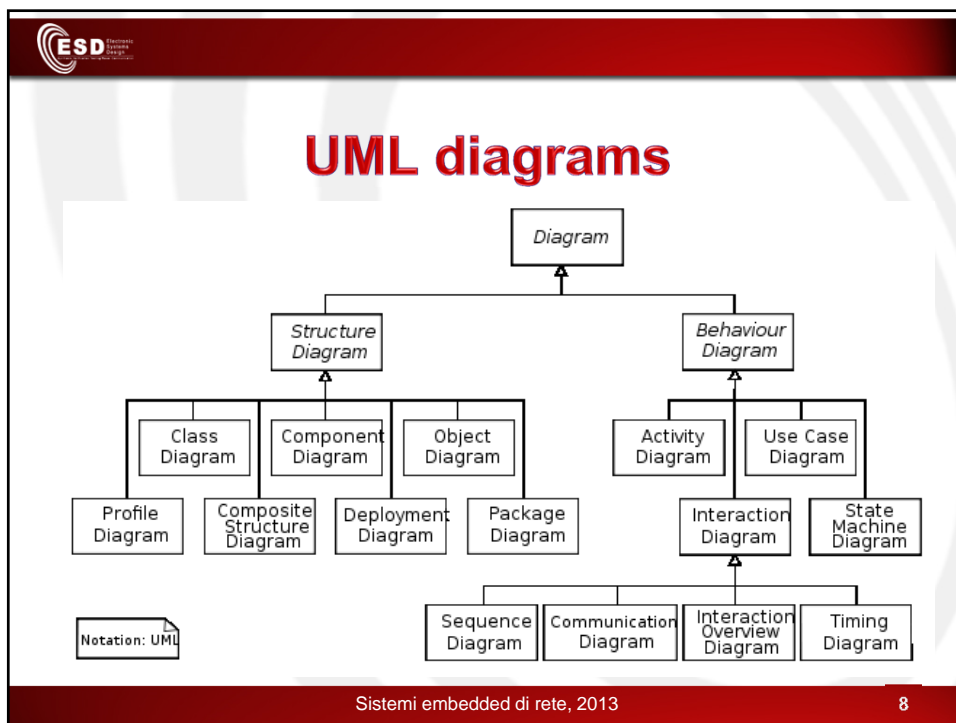
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## What is UML?

- **Unified Modeling Language (UML)** is a standardized general-purpose modeling language in the field of object-oriented software engineering
- The standard was created, and is managed by the Object Management Group

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## Why UML for Modeling

- Use graphical notation to communicate more clearly than natural language (imprecise) and code (too detailed)
- Help acquire an overall view of a system
- UML is *not* dependent on any one language or technology
- UML moves us from fragmentation to standardization

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## Class Diagram

The diagram illustrates two classes: **Shape** and **FraudAgent**.

**Shape Class:**

- name:** Points to the class name 'Shape'.
- attributes:** Points to the 'origin' attribute.
- operations:** Points to the 'move()', 'resize()', and 'display()' methods.

**FraudAgent Class:**

- stereotype:** Points to several elements:
  - «constructor» new()
  - new(p : Policy)
  - «process» process(o : Order)
  - «query» isSuspect(o : Order)
  - isFraudulent(o : Order)
  - «helper» validateOrder(o : Order)

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## OO Relationships

- There are two kinds of Relationships
  - Generalization (parent-child relationship)
  - Association (student enrolls in course)
- Associations can be further classified as
  - Aggregation
  - Composition

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## OO Relationships: Generalization

Example:

```

classDiagram
    class Supertype
    class Subtype1
    class Subtype2
    Supertype <|-- Subtype1
    Supertype <|-- Subtype2

    class Customer
    class RegularCustomer[Regular Customer]
    class LoyaltyCustomer[Loyalty Customer]
    Customer <|-- RegularCustomer
    Customer <|-- LoyaltyCustomer
  
```

or:

```

classDiagram
    class Customer
    class RegularCustomer[Regular Customer]
    class LoyaltyCustomer[Loyalty Customer]
    RegularCustomer ..> Customer
    LoyaltyCustomer ..> Customer
  
```

- Generalization expresses a parent/child relationship among related classes.
- Used for abstracting details in several layers

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## OO Relationships: Association

- Represent relationship between instances of classes
  - Student enrolls in a course
  - Courses have students
  - Courses have exams
  - Etc.
- Association has two ends
  - Role names (e.g. enrolls)
  - Multiplicity (e.g. One course can have many students)

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## Association: Multiplicity and Roles

```

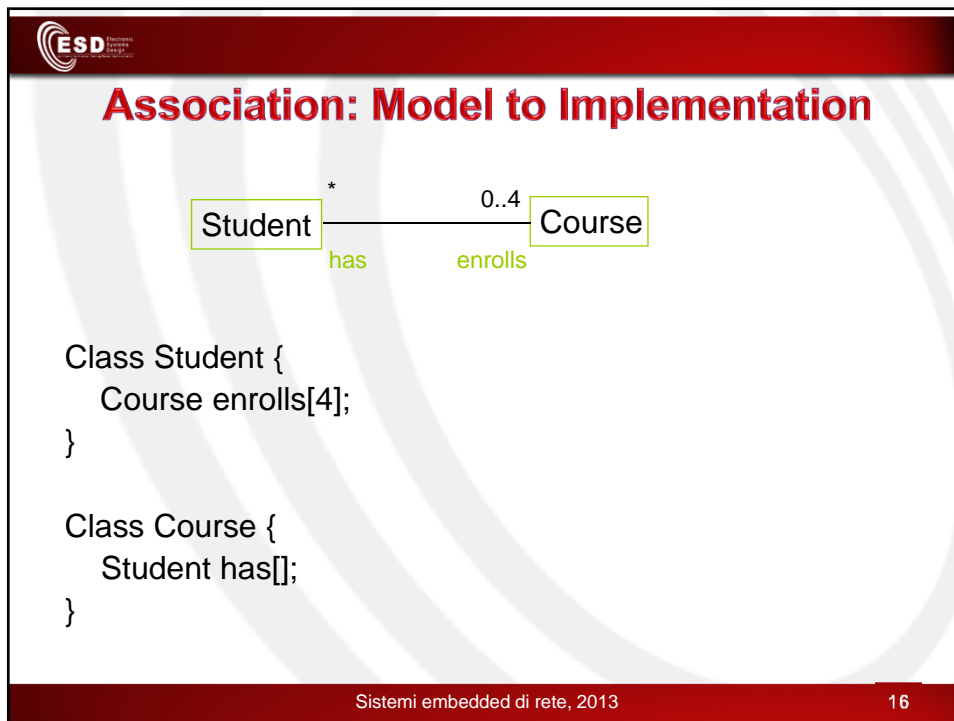
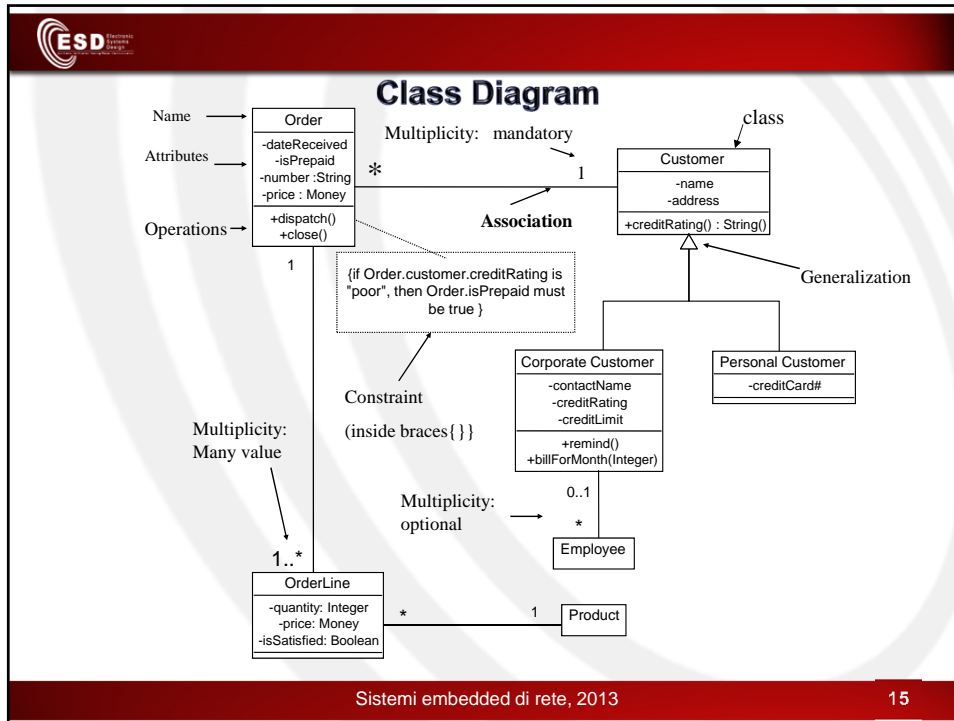
classDiagram
    class University
    class Person
    University "1" -- "*" Person : student
    University "0..1" -- "*" Person : employer
    Person "*" -- "*" Person : teacher
  
```

Multiplicity	
Symbol	Meaning
1	One and only one
0..1	Zero or one
M..N	From M to N (natural language)
*	From zero to any positive integer
0..*	From zero to any positive integer
1..*	From one to any positive integer


**Role**

*"A given university groups many people; some act as students, others as teachers. A given student belongs to a single university; a given teacher may or may not be working for the university at a particular time."*

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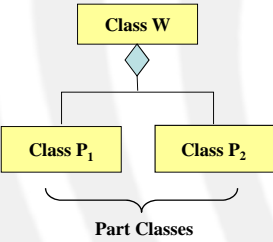






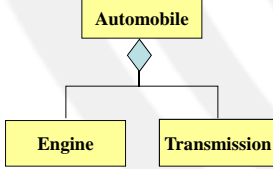
**OO Relationships: Composition**

**Whole Class**



**Part Classes**

**Example**



**Composition:** expresses a relationship among instances of related classes. It is a specific **kind of Whole-Part** relationship.

It expresses a relationship where an instance of the Whole-class has the responsibility to **create and initialize instances** of each Part-class.


It may also be used to express a relationship where instances of the Part-classes have **privileged access or visibility** to certain attributes and/or behaviors defined by the Whole-class.

Composition should also be used to express relationship where **instances of the Whole-class have exclusive access to and control of instances of the Part-classes**.

Composition should be used to express a relationship where the behavior of Part instances is undefined without being related to an instance of the Whole. And, conversely, the **behavior** of the Whole is ill-defined or incomplete if one or more of the Part instances are undefined.

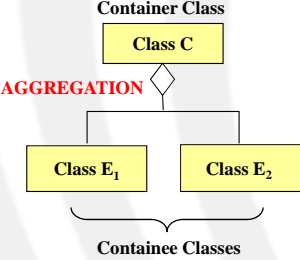
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17



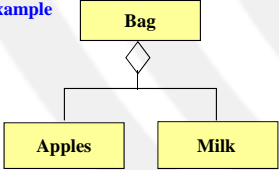
**OO Relationships: Aggregation**

**Container Class**



**Containee Classes**

**Example**



**Aggregation:** expresses a relationship among instances of related classes. It is a specific **kind of Container-Containee** relationship.

It expresses a relationship where an instance of the Container-class has the responsibility to **hold and maintain instances** of each Containee-class that have been created outside the auspices of the Container-class.

Aggregation should be used to express a more informal relationship than composition expresses. That is, it is an appropriate relationship where the **Container and its Containees can**

Aggregation is appropriate **when Container and Containees** have no special access privileges to each other.

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18

## Aggregation vs. Composition

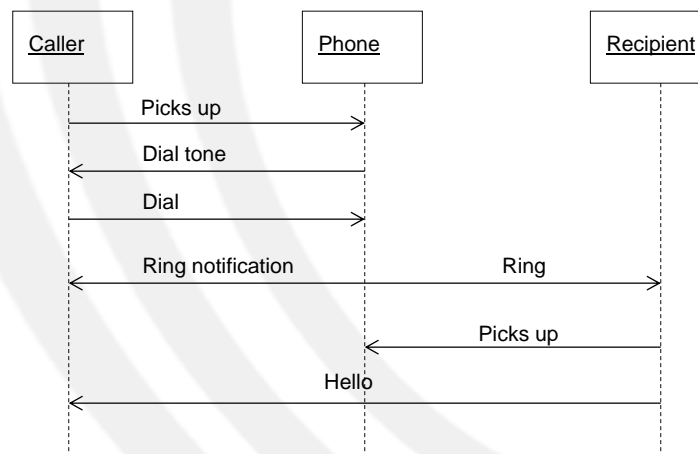
Composition is really a strong form of aggregation

- components have only one owner
- components cannot exist independent of their owner
- components live or die with their owner (e.g. Each car has an engine that can not be shared with other cars).

Aggregations may form "part of" the aggregate, but may not be essential to it. They may also exist independent of the aggregate.

e.g. Apples may exist independent of the bag.

## Sequence Diagram(make a phone call)


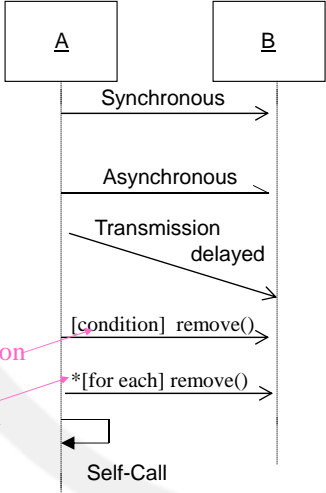


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## Sequence Diagram: Object interaction

*Self-Call:* A message that an Object sends to itself.

*Condition:* indicates when a message is sent. The message is sent only if the condition is true.

```

sequenceDiagram
    participant A
    participant B
    A->>A: Synchronous
    A->>B: Asynchronous
    A->>B: Transmission delayed
    A->>B: [condition] remove()
    A->>B: *[for each] remove()
    A->>A: Self-Call
    
```

Condition

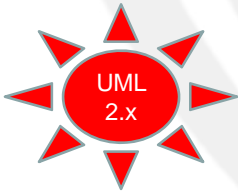
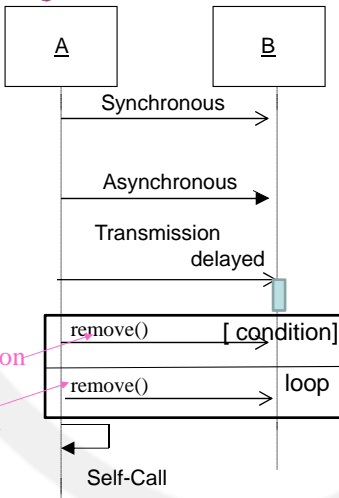
Iteration

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## Sequence Diagram: Object interaction

Combination fragments are used to model loops, Conditions, parallel execution,..etc

```

sequenceDiagram
    participant A
    participant B
    A->>A: Synchronous
    A->>B: Asynchronous
    A->>B: Transmission delayed
    A->>B: remove() [condition]
    A->>B: remove() loop
    A->>A: Self-Call
    
```

Condition

Iteration

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## Sequence Diagrams – Object Life Spans

- Creation
  - Create message
  - Object life starts at that point
- Activation
  - Symbolized by rectangular stripes
  - Place on the lifeline where object is activated.
  - Rectangle also denotes when object is deactivated.
- Destruction event
  - Placing an 'X' on lifeline
  - Object's life ends at that point

The diagram illustrates the interaction between two objects, A and B. Lifeline A sends a 'Create' message to lifeline B, which starts an activation bar. Lifeline B then sends a 'Return' message back to lifeline A. Finally, lifeline B ends with a destruction event marked with an 'X'.

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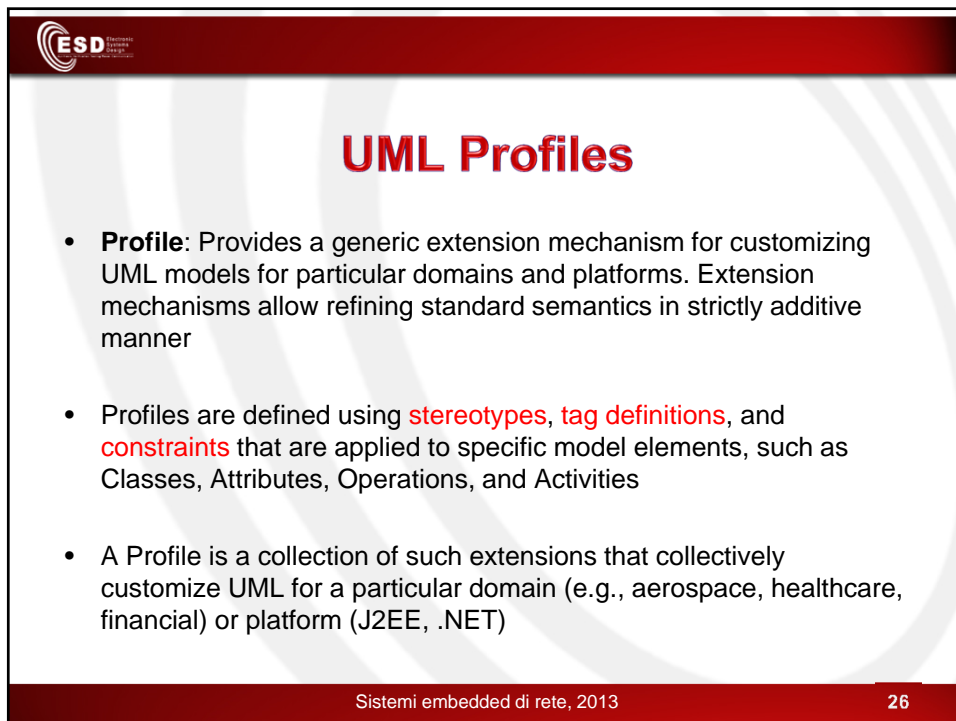
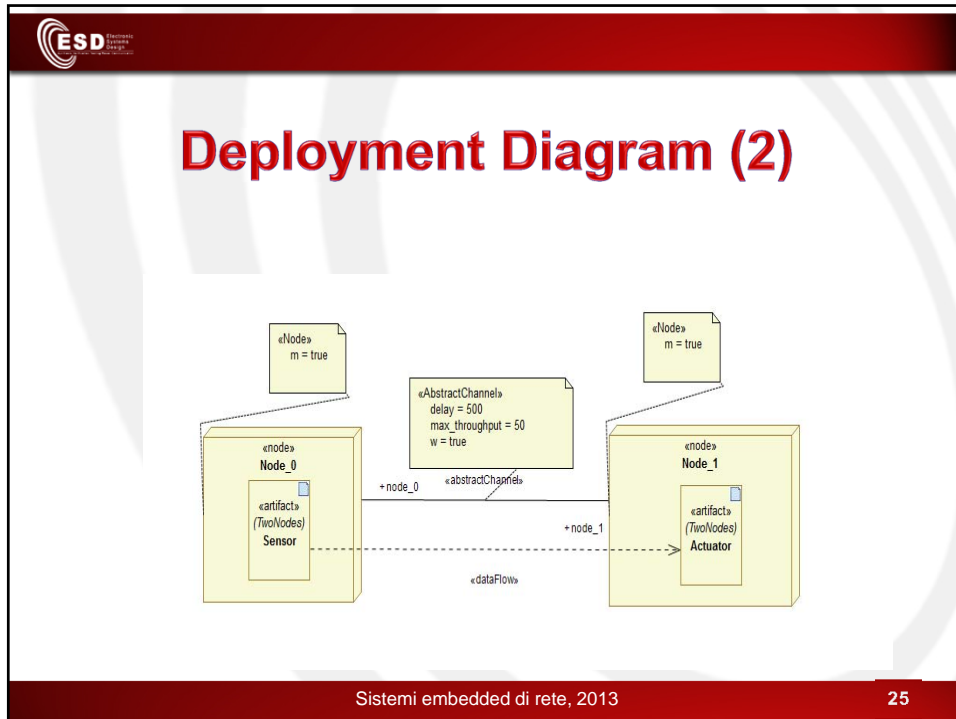
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## Deployment Diagram

- The components must be deployed on some set of hardware in order to execute.

The diagram shows four hardware components: kiosk, console, server, and RAID farm. A kiosk is connected to a server via a «10-T Ethernet» connection. A console is connected to a server via a «RS-232» connection. A server is connected to a RAID farm via a connection.

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## Tagged Values


Server  
 {processors=3}

A tagged value is a combination of a tag and a value that gives supplementary information that is attached to a model element. A tagged value can be used to add properties to any model elements and can be applied to a model element or a stereotype.

Tagged values can be defined for existing model elements, or for individual stereotypes, so that everything with that stereotype has that tagged value. It is important to mention that a tagged value is not equal to a class attribute. Instead, you can regard a tagged value as being a metadata, since its value applies to the element itself and not to its instances.

One of the most common uses of a tagged value is to *specify properties* that are relevant to code generation or configuration management. So, for example, you can make use of a tagged value in order to specify the programming language to which you map a particular class, or you can use it to denote the author and the version of a component.

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## Tagged Values

- Graphically, a tagged value is rendered as a string enclosed by brackets, which is placed below the name of another model element. The string consists of a name (the tag), a separator (the symbol =), and a value (of the tag)

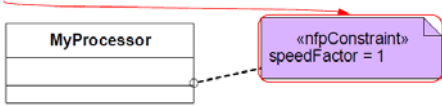
Server  
 {processors=3}

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## Constraints

- Constraints are properties for specifying semantics and/or conditions that must be held true at all times for the elements of a model. They allow you to extend the semantics of a UML building block by adding new rules, or modifying existing ones.
- For example, when modeling hard real time systems it could be useful to adorn the models with some additional information, such as time budgets and deadlines. By making use of constraints these timing requirements can easily be captured.





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## Catalog of Adopted OMG Profiles

- UML Profile for CORBA
- UML Profile for Enterprise Application Integration (EAI)
- UML Profile for Enterprise Distributed Object Computing (EDOC)
- UML Profile for Modeling QoS and Fault Tolerance Characteristics and Mechanisms
- UML Profile for Schedulability, Performance, and Time
- UML Profile for System on a Chip (SoC)
- **UML Profile for Modeling and Analysis of Real-Time and Embedded Systems (MARTE)**
- UML Testing Profile
- **UML Profile for Systems Engineering (SysML)**
- UML Profile for DoDAF/MoDAF (UPDM)


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## MARTE profile

- **MARTE** (Modelling and Analysis Real-Time and Embedded systems) deals with **time- and resource-constrained** aspects, and includes a detailed taxonomy of **hardware** and **software** patterns along with their **non-functional** attributes to enable state-of-the art quantitative analyses (e.g., performance and power consumption)

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## Non-Functional Properties (NFPs)

- Non-functional properties describe the “fitness” of systems behavior. (E.g., performance, memory usage, power consumption,..etc)

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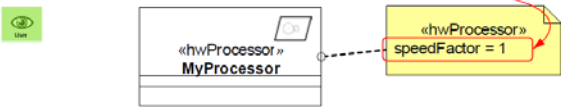


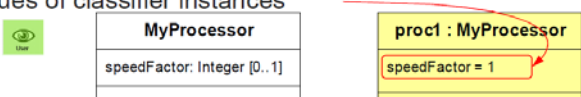



## NFP subprofile

Three mechanisms to annotate UML models:


- Values of stereotype properties


- Slot values of classifier instances


- Constraints

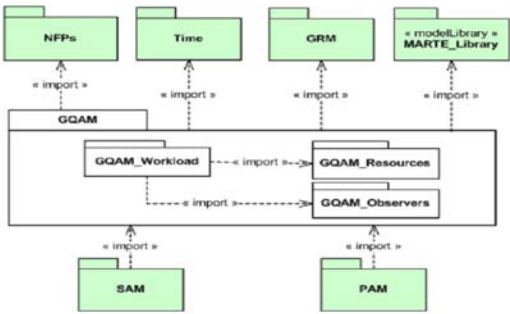


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33



## Generic Quantitative Analysis Modeling (GQAM)

The generic analysis domain includes specialized domains in which the analysis is based on the software behavior, such as **performance** and **schedulability** and also power, memory, reliability, availability, and security.



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34

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## GaExecHost

- It denotes a processor that executes Steps
- In performance modeling, an GaExecHost can be any device which executes behavior, including storage and peripheral devices.

node

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35

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Task

## SwSchedulableResource

- Semantics** SchedulableResources are resources, which execute concurrently to other concurrent resources. The competition for execution among the set of schedulable resources is supervised by a scheduler. In fact, a scheduler interleaves their execution based on a scheduling algorithm. Common SchedulableResources are POSIX Thread, ARINC-653 Process, and OSEK/VDX Task. By default, schedulableResources share the same address space but preserve their own contexts (program counter, registers, signal mask, stack, etc.).

**Applying SwResource stereotypes on classifiers**

All stereotypes of the SRM sub-profile extend the UML::Classes::Kernel::Classifier metaclass. Thus, any UML Classifier sub-metaclass may be extended by those stereotypes (e.g., Class, Interface, Component, and AssociationClass). Figure 14.40 and Figure 14.41 illustrate UML Class and UML Component extension.

Figure 14.39 - Class extension example

36



## GaCommHost

- It is used for denoting a physical communications link.

**Generalizations**

- CommunicationMedia (from MARTE::GRM)
- Scheduler (from MARTE::GRM)

**Attributes**

- throughput: NFP\_Frequency [\*]  
actual throughput
- utilization: NFP\_Real [\*]  
utilization of this host

Abstract channel

37



## GaCommChannel

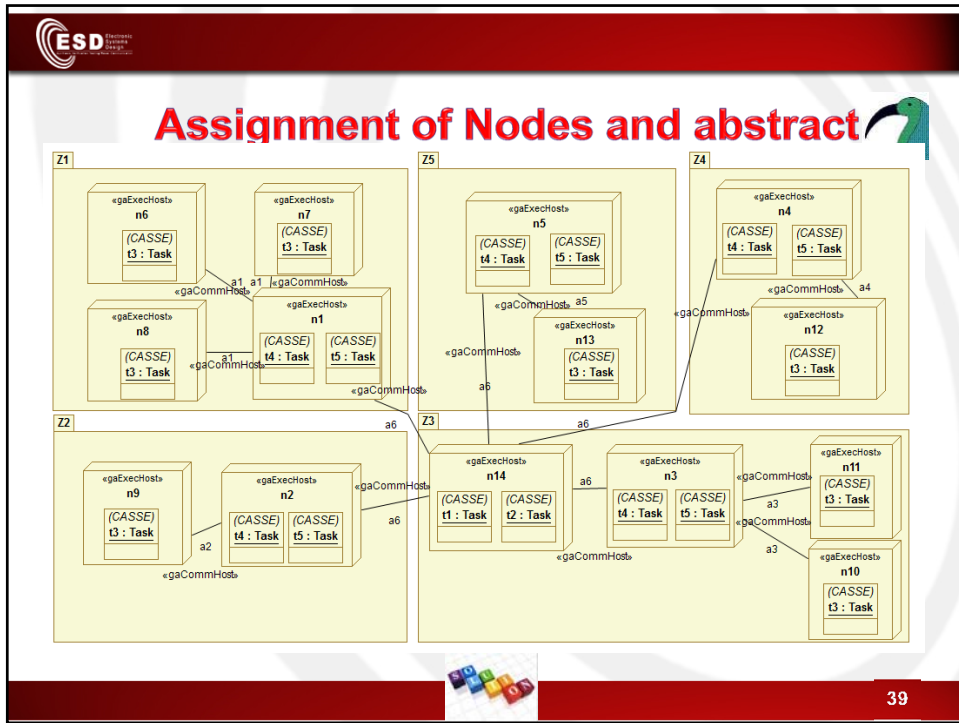
- It is used for denoting a logical communications layer connecting SchedulableResources..

**Attributes**

- msgSize: NFP\_DataSize [0..1]  
The size of the data unit handled by the channel.
- utilization: NFP\_Real [0..1]  
The fraction of the Communication Host capacity used by the Channel. This is typically a result of the analysis better than a specification.


Data flow

38

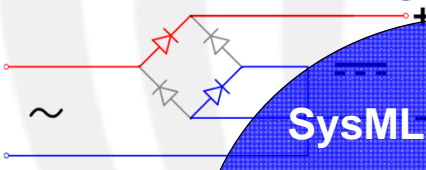
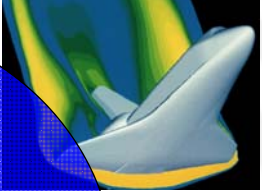


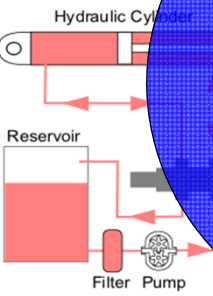
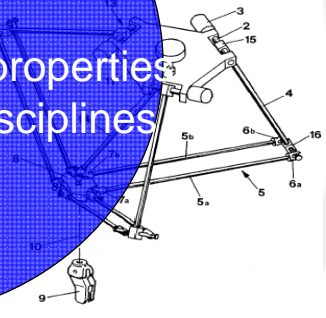
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# SysML




# SysML

A Language to *document* the properties from different disciplines *describe* the *whole solution*


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# SysML

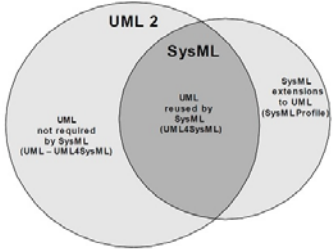
- A graphical modelling language in response to the UML for Systems Engineering RFP developed by the OMG, INCOSE, and AP233
  - a UML Profile that represents a subset of UML 2 with extensions
- Supports the specification, analysis, design, verification, and validation of systems that include hardware, software, data, personnel, procedures, and facilities
- Supports model and data interchange via XML Metadata Interchange (XMI®) and the evolving AP233 standard (in-process)

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## SysML (cont'd)

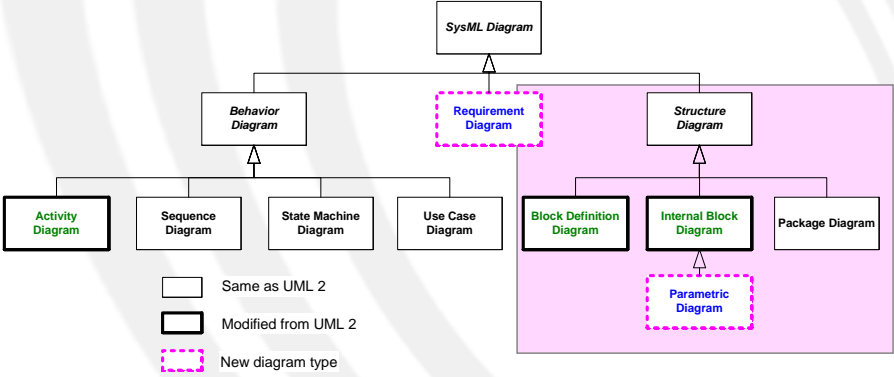
- Is a visual modeling language that provides
  - Semantics = meaning
  - Notation = representation of meaning
- Is not a methodology or a tool
  - SysML is methodology and tool independent



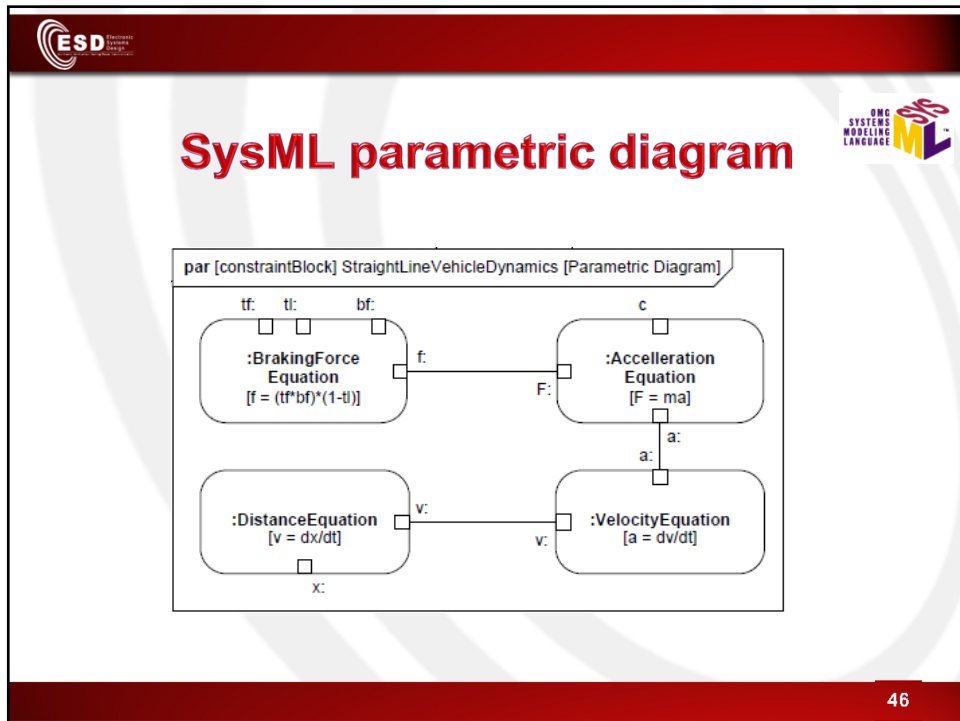
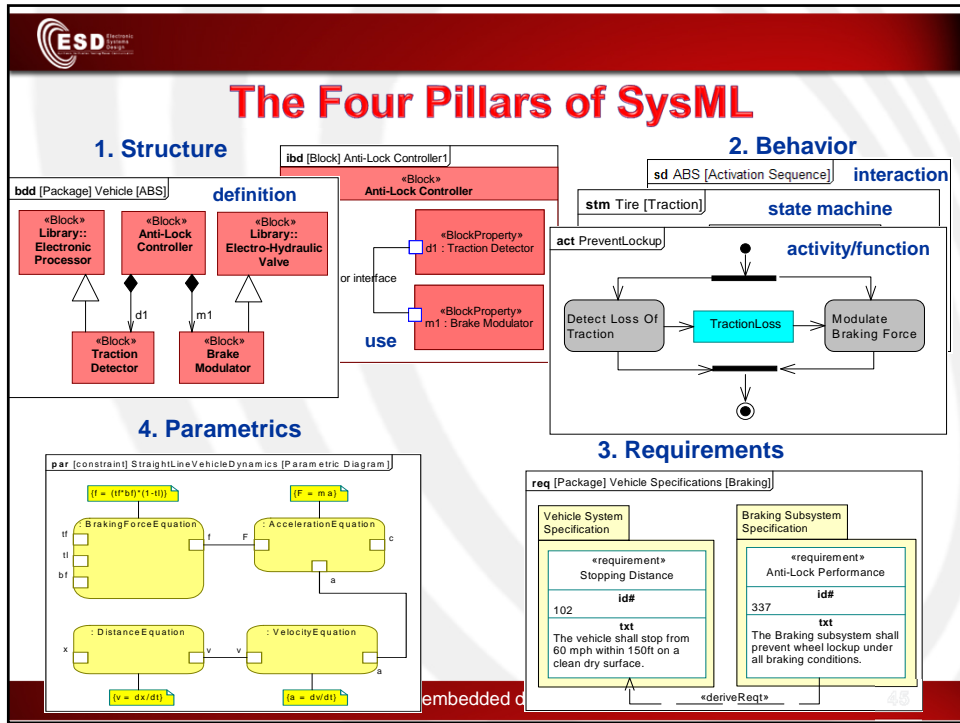
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43

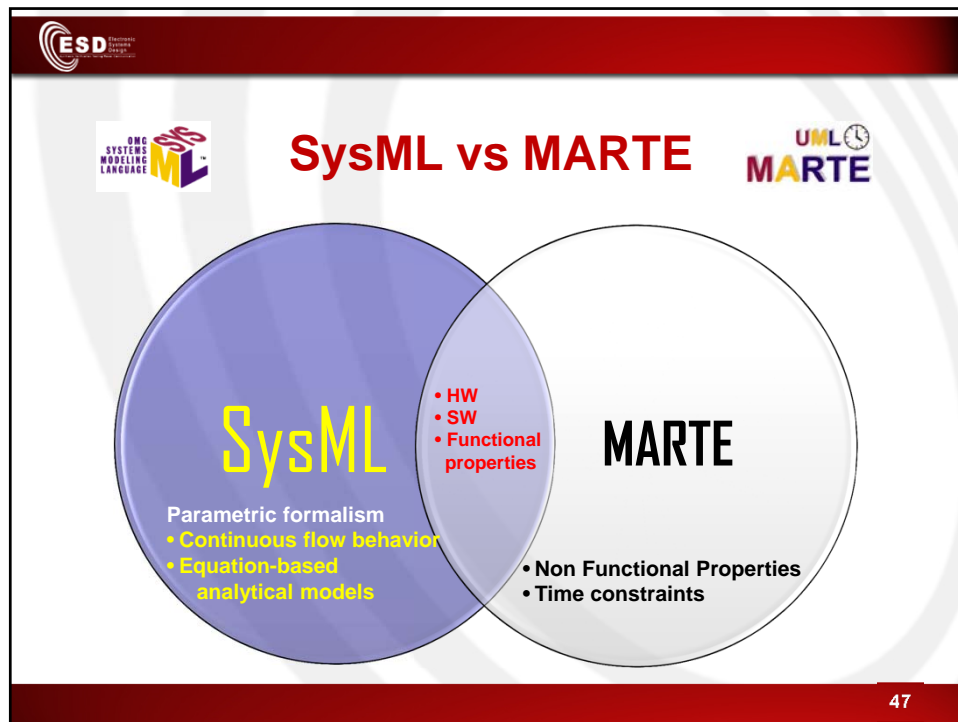


## Structural Diagrams



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44





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## UML Modeling Tools

- Rational Rose ([www.rational.com](http://www.rational.com)) by IBM
- TogetherSoft Control Center, Borland (<http://www.borland.com/together/index.html>)
- ArgoUML (free software) (<http://argouml.tigris.org/>)  
OpenSource; written in java
- Papyrus: [www.papyrusuml.org/](http://www.papyrusuml.org/)
- Others ([http://www.objectsbydesign.com/tools/umltools\\_byCompany.html](http://www.objectsbydesign.com/tools/umltools_byCompany.html))

48

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## Reference

1. **UML Distilled:** A Brief Guide to the Standard Object Modeling Language  
[Martin Fowler](#), [Kendall Scott](#)
2. IBM Rational  
<http://www-306.ibm.com/software/rational/uml/>
3. Practical UML --- A Hands-On Introduction for Developers  
[http://www.togethersoft.com/services/practical\\_guides/umlonlinecourse/](http://www.togethersoft.com/services/practical_guides/umlonlinecourse/)
4. Software Engineering Principles and Practice. Second Edition;  
Hans van Vliet.
5. <http://www-inst.eecs.berkeley.edu/~cs169/>

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