


Model-Driven Design UML and Profiles

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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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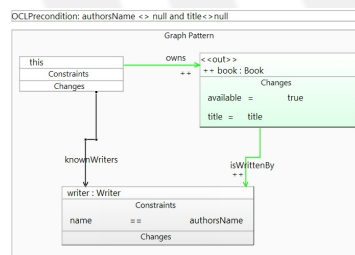


What is Modeling language?



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 the understanding of the meaning of components in the structure

- A modeling language can be graphical or textual

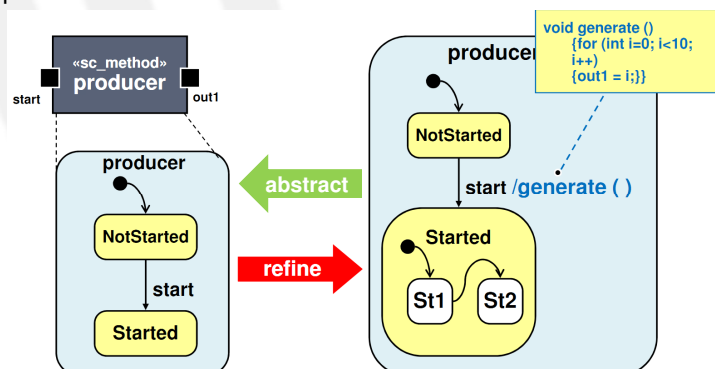
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Model-Driven Design

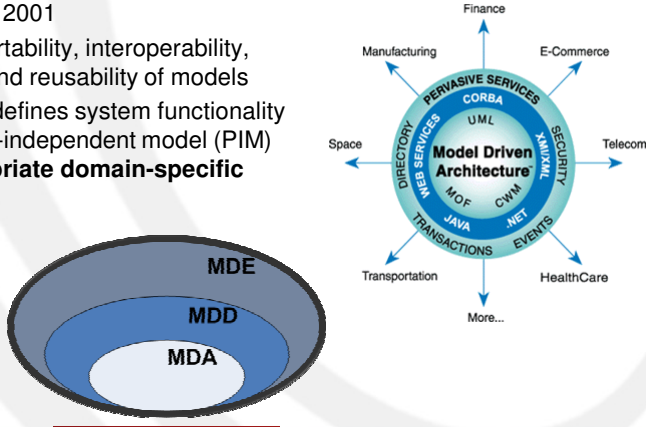
- Models can be refined continuously until the application is fully specified



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Model-Driven Architecture (MDA)™

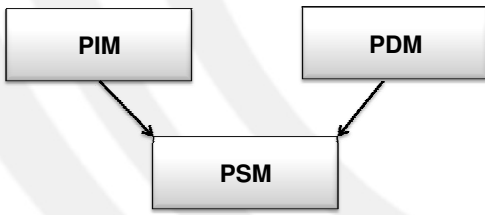
- It was launched by the Object Management Group (OMG) in 2001
- MDA provide portability, interoperability, maintainability and reusability of models
- MDA approach defines system functionality using a platform-independent model (PIM) using an **appropriate domain-specific language**



The diagram shows three nested ellipses representing the layers of MDA: MDE (outermost), MDD (middle), and MDA (innermost). To the right, a circular diagram titled 'Model Driven Architecture' shows a central core with 'CORBA', 'UML', 'MOF', and 'CWM'. Surrounding this core are various domains: Finance, E-Commerce, Telecom, HealthCare, More..., Transportation, Space, Manufacturing, and Pervasive Services. The outer ring of the circle lists several standards: DIRECTORY, WEB SERVICES, PERSASIVE SERVICES, CORBA, UML, MOF, CWM, NET, EVENTS, SECURITY, and XML.

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



The diagram shows three boxes: PIM (Platform Independent Model) and PDM (Platform Description Model) at the top, both with arrows pointing down to a single box labeled PSM (Platform Specific Model) at the bottom.



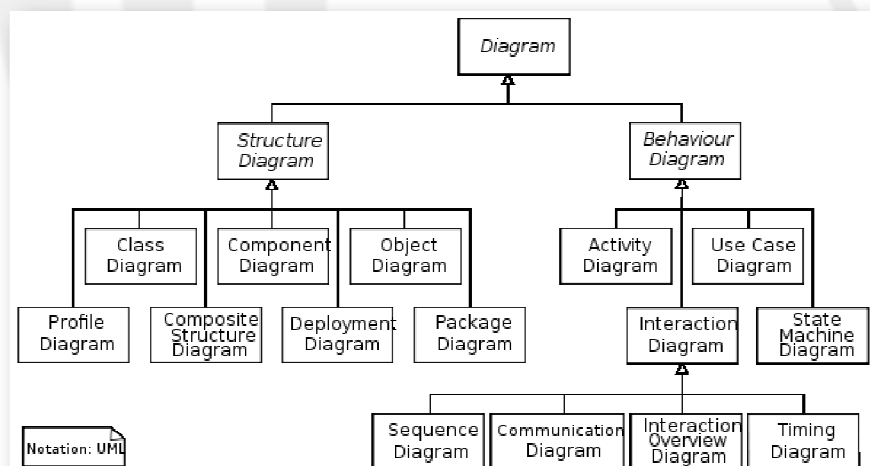
What is UML?

- **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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UML diagrams



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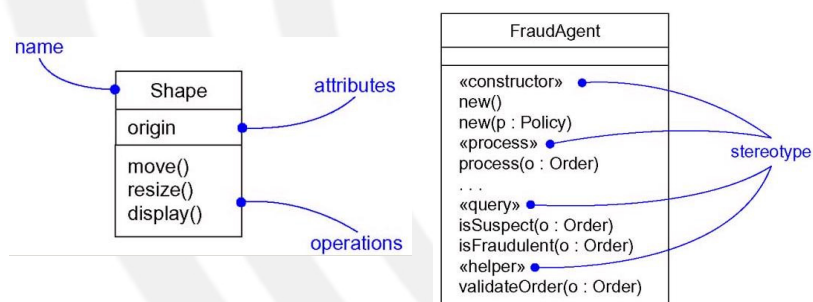
Why UML for Modeling

- 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



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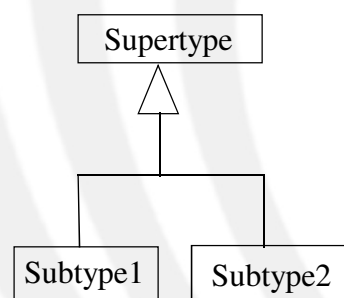
OO Relationships

- There are two kinds of Relationships
 - Generalization (parent-child relationship)
 - Association (student enrolls in course)

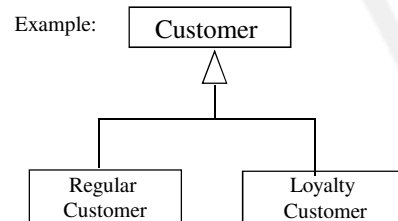
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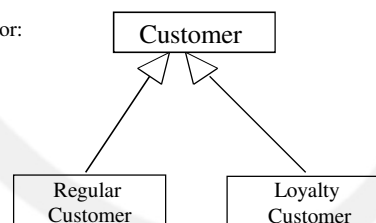
OO Relationships: Generalization



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



or:



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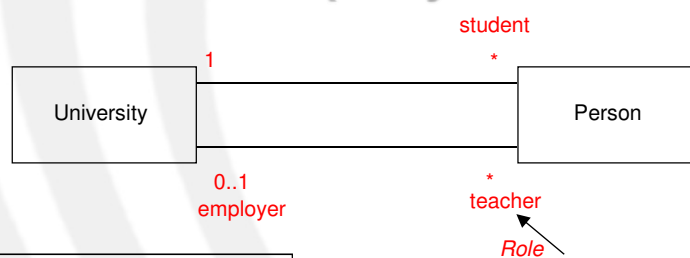
OO Relationships: Association

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

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Association: Multiplicity and Roles

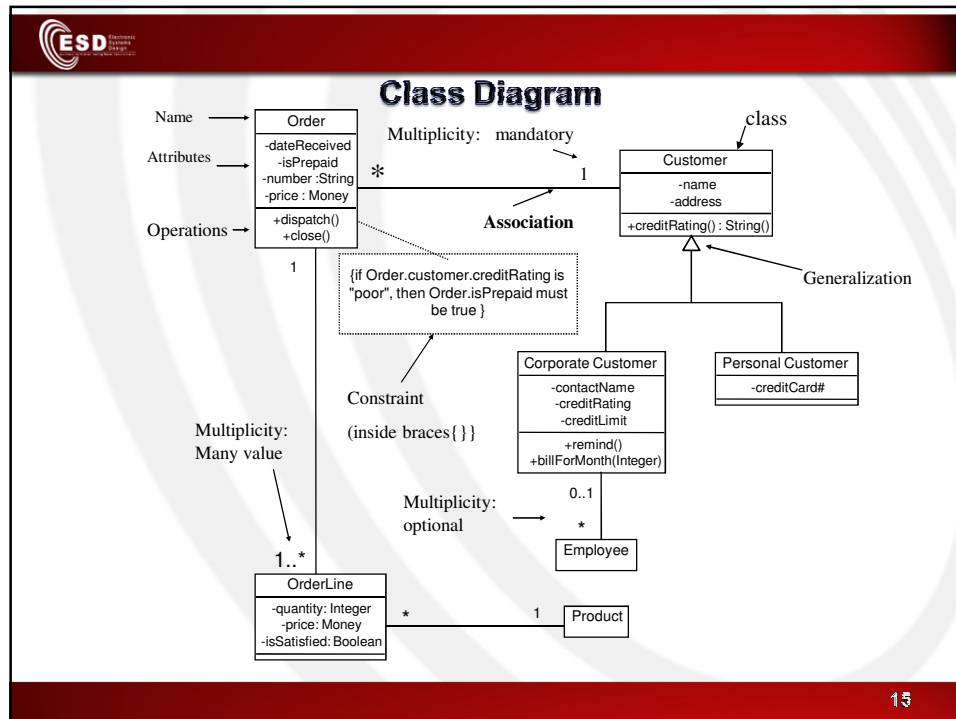


Multiplicity	
Symbol	Meaning
1	One and only one
0..1	Zero or one
M..N	From M to N (natural language)
*	From zero to any positive integer
0..*	From zero to any positive integer
1..*	From one to any positive integer

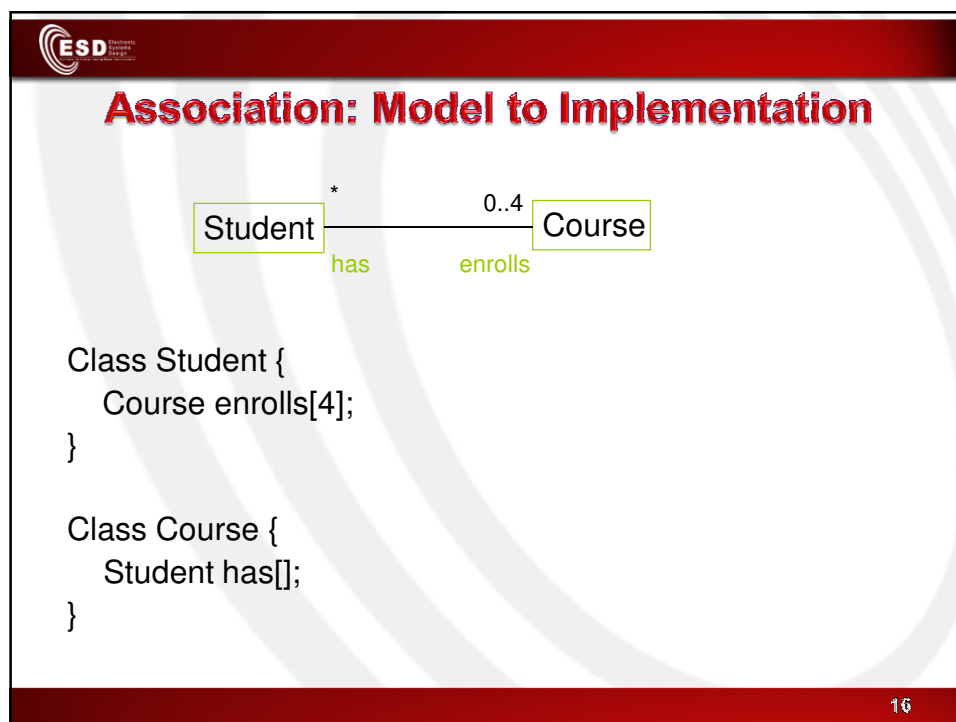
Role

"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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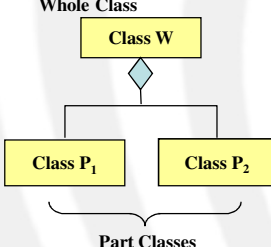


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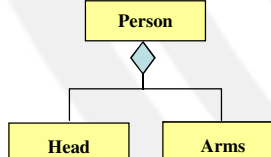
OO Relationships: Composition

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**.

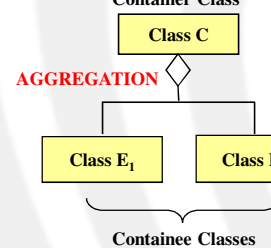
Composition should be used to express a relationship where the behavior of Part instances is undefined without being related to an instance of the Whole. And, conversely, the **behavior** of the Whole is ill-defined or incomplete if one or more of the Part instances are undefined.

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OO Relationships: Aggregation

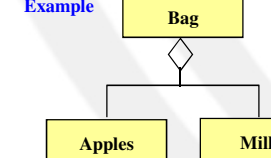
Container Class



AGGREGATION

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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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 person has a head that can not be shared with other people).

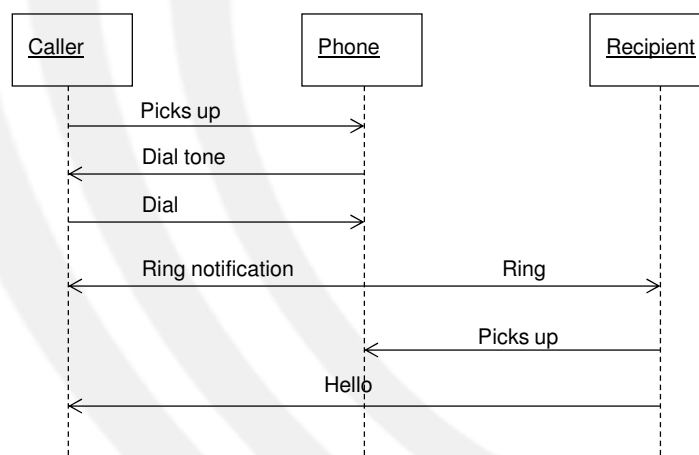
Aggregations may form "part of" the aggregate, but may not be essential to it. They may also exist independent of the aggregate.

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

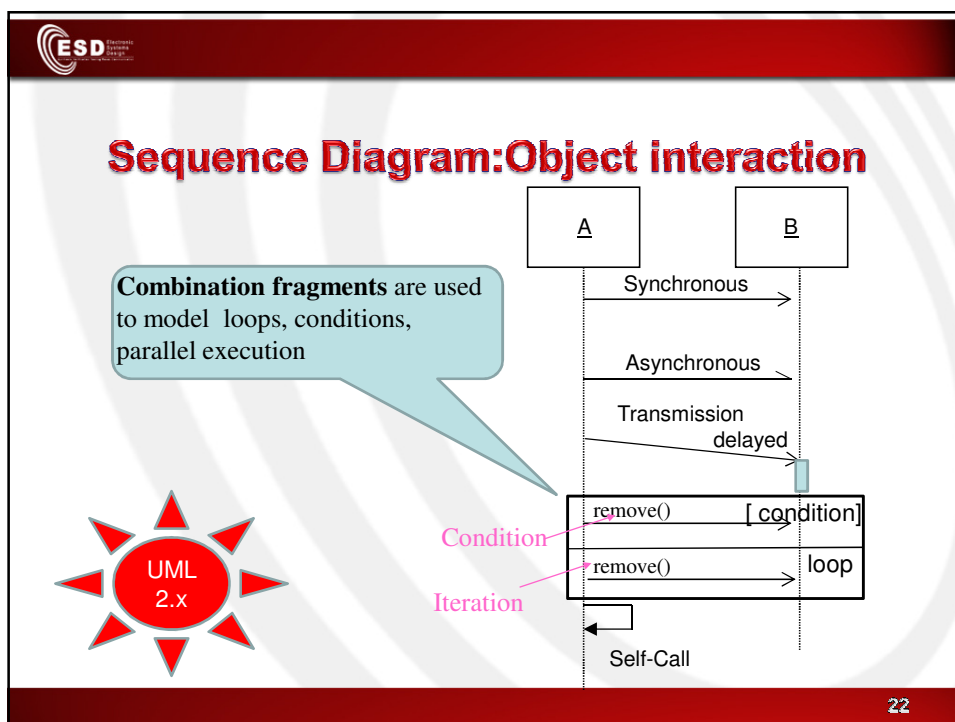
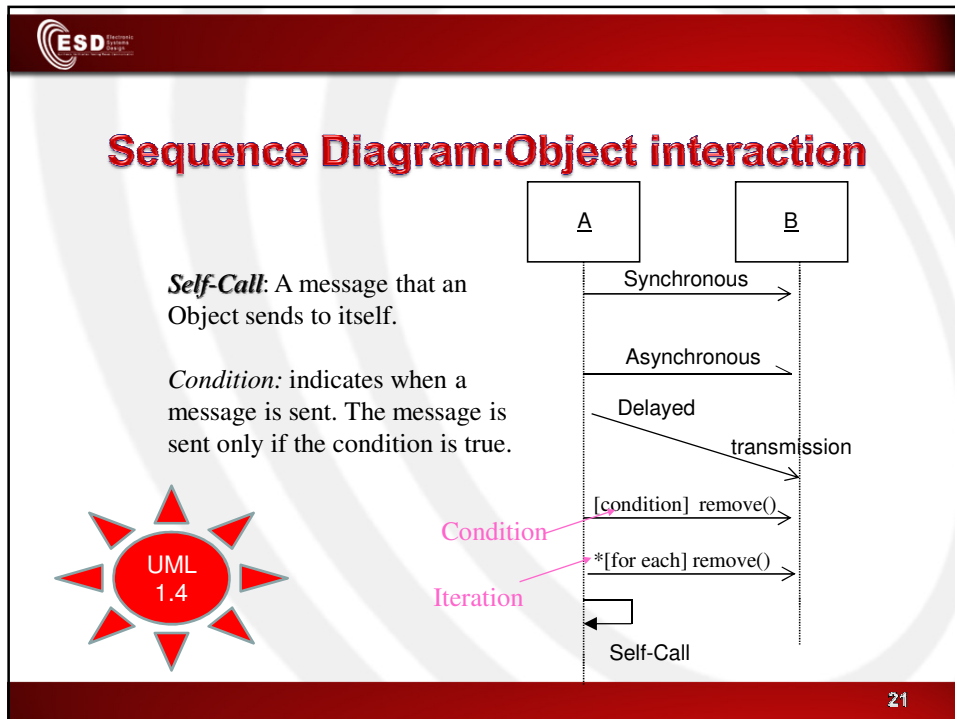
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Sequence Diagram(make a phone call)



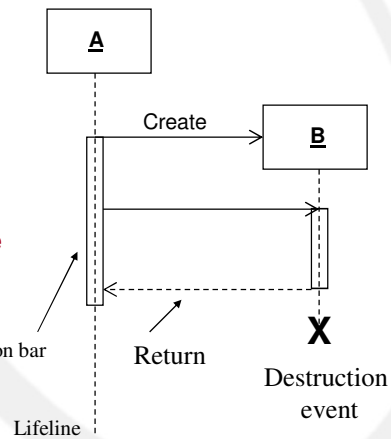
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Sequence Diagrams – Object Life Spans

- Creation
 - Create message
 - Object life starts at that point
- Activation
 - Symbolized by rectangular stripes
 - Rectangle on the lifeline where the object is active
- Destruction event
 - Placing an 'X' on lifeline
 - Object's life ends at that point

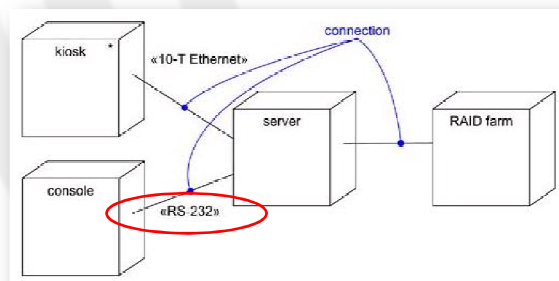


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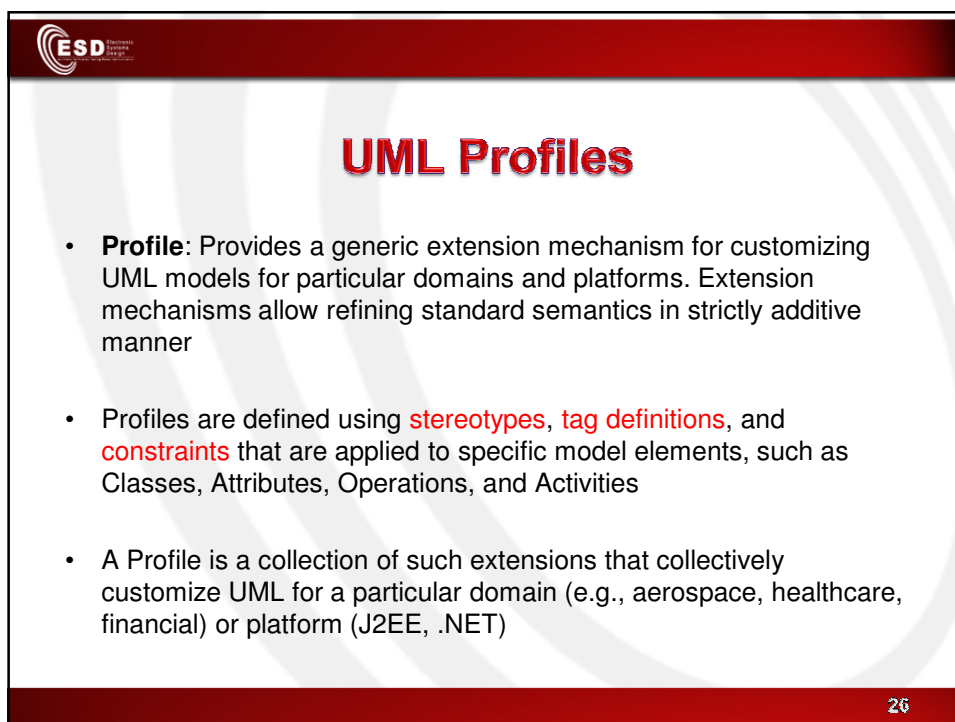
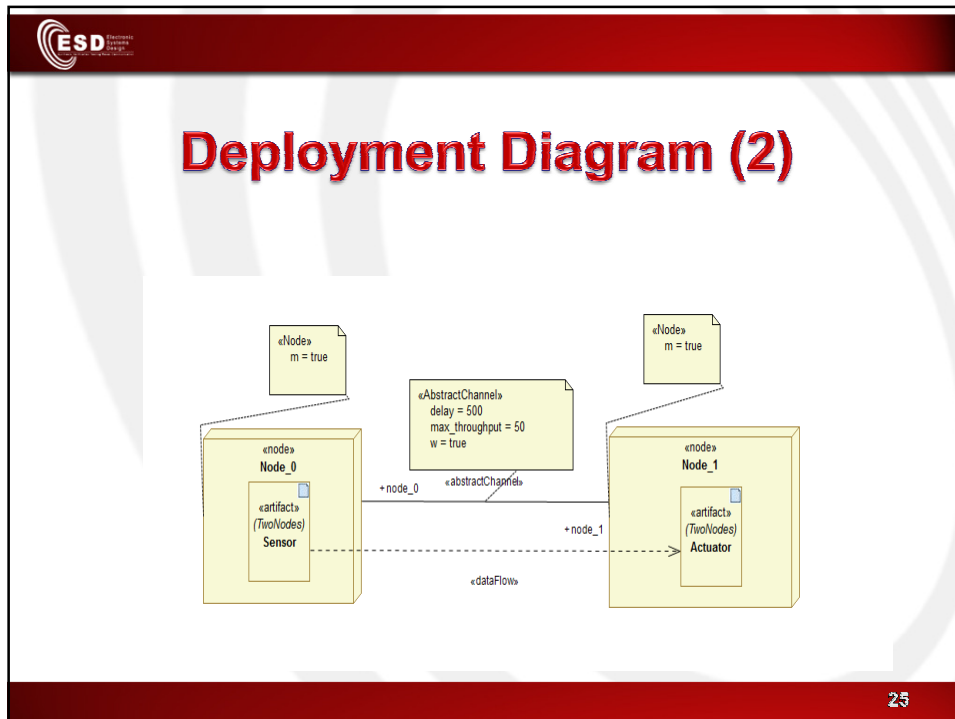


Deployment Diagram

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

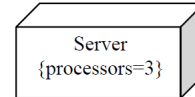


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Tagged Values



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 an 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.

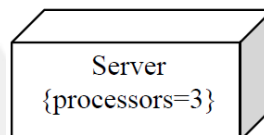
One of the most common uses of a tagged value is to *specify properties* that are relevant to code generation or configuration management. So, for example, you can make use of a tagged value in order to specify the programming language to which you map a particular class, or you can use it to denote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

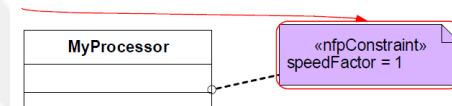


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Constraints

- 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 annotate 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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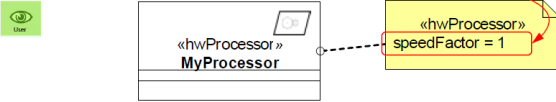
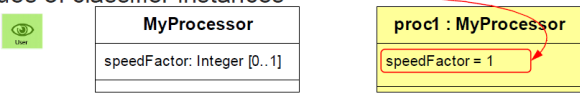
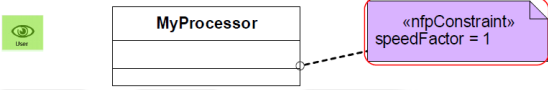
Non-Functional Properties (NFPs)

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

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NFP subprofile

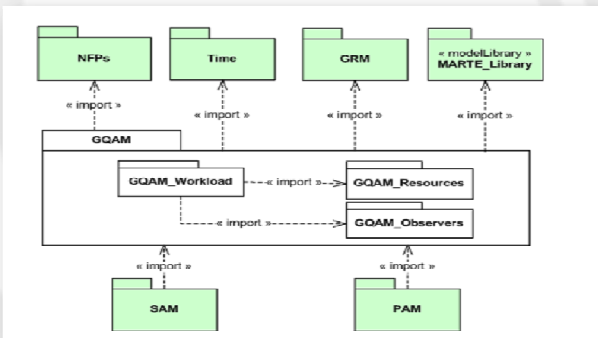
Three mechanisms to annotate UML models:

- Values of stereotype properties
 
- Slot values of classifier instances
 
- Constraints
 


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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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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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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.

(i) Class

(ii) Class and Interface

Figure 14.39 - Class extension example

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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

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GaCommChannel

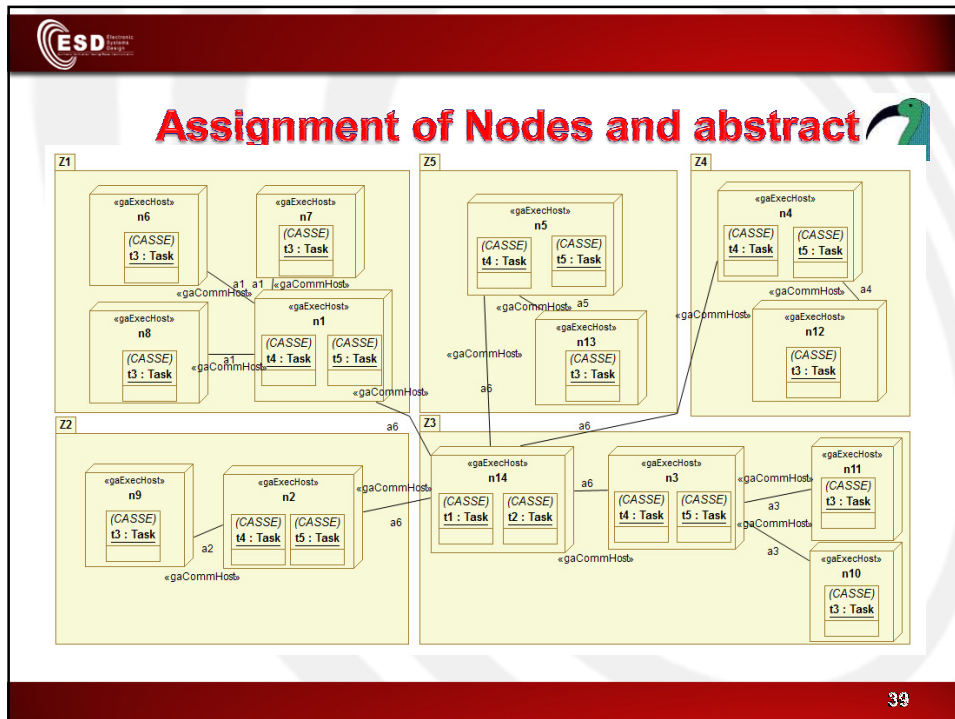
- It is used for denoting a logical communications layer connecting SchedulableResources..

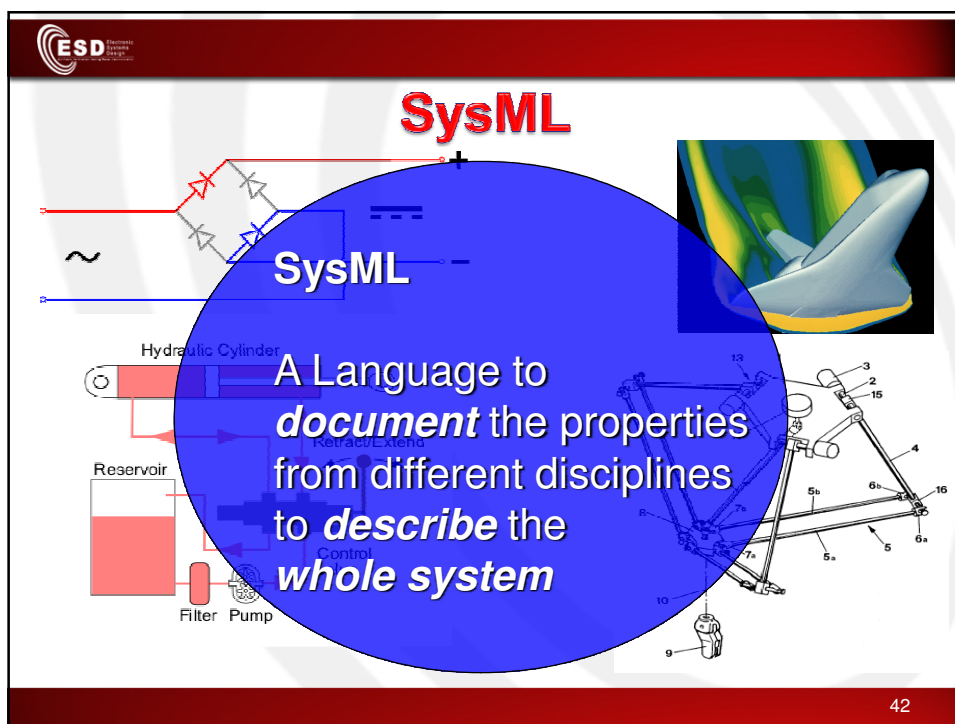
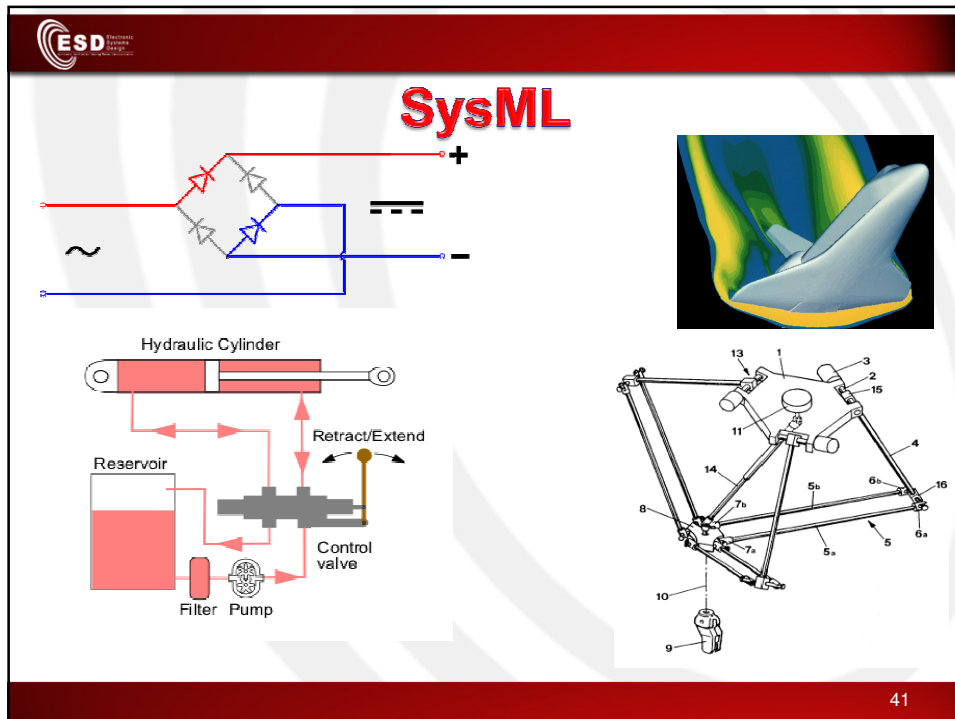
Attributes

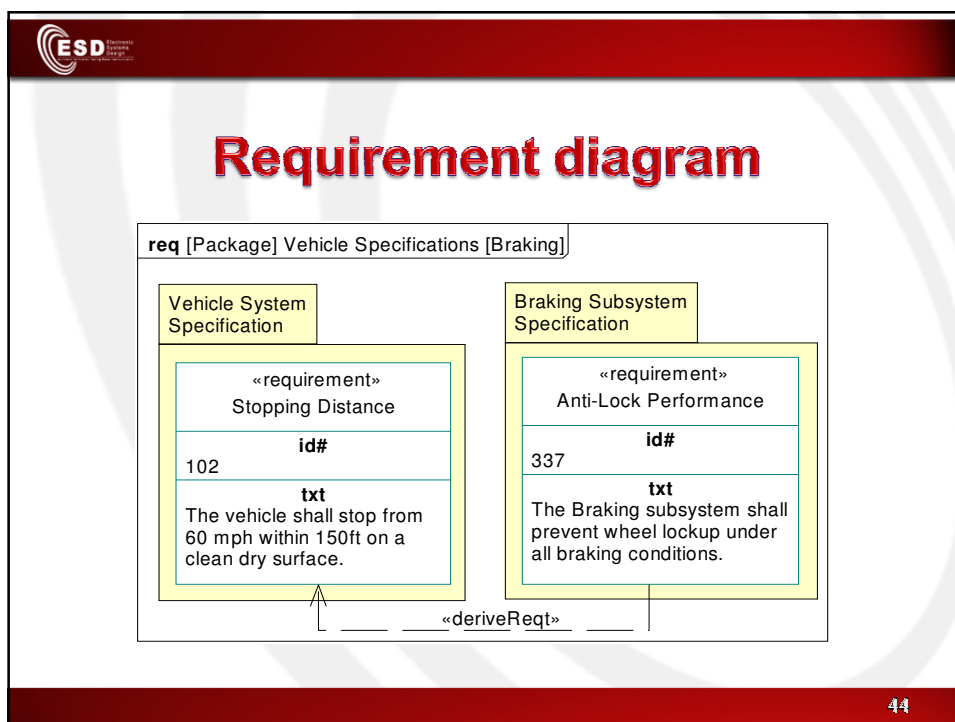
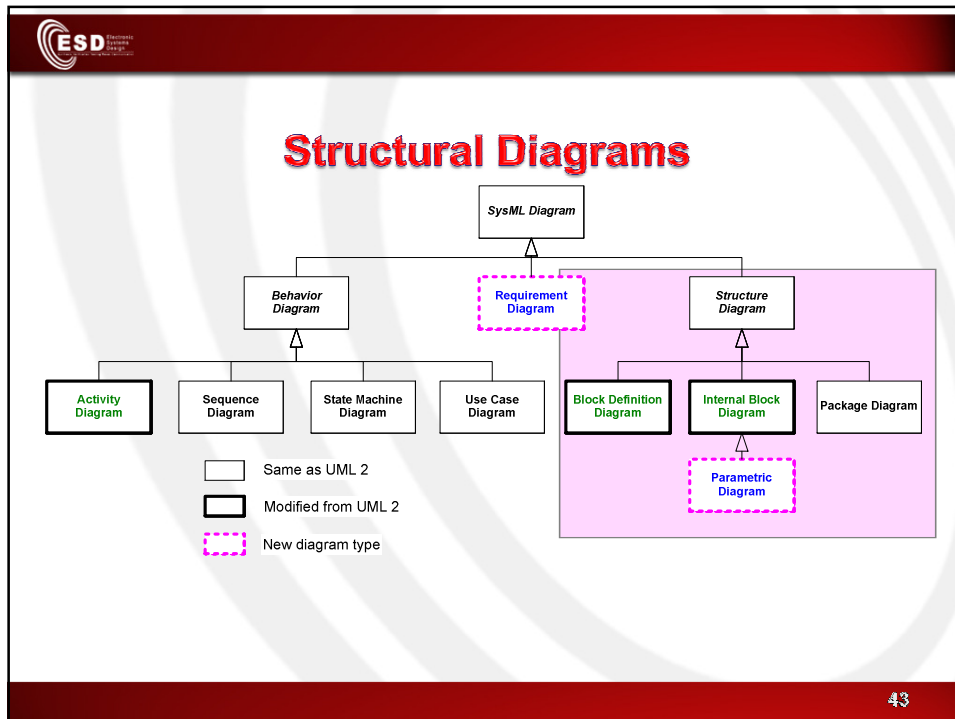
- msgSize: NFP_DataSize [0..1]
The size of the data unit handled by the channel.
- utilization: NFP_Real [0..1]
The fraction of the Communication Host capacity used by the Channel. This is typically a result of the analysis better than a specification.

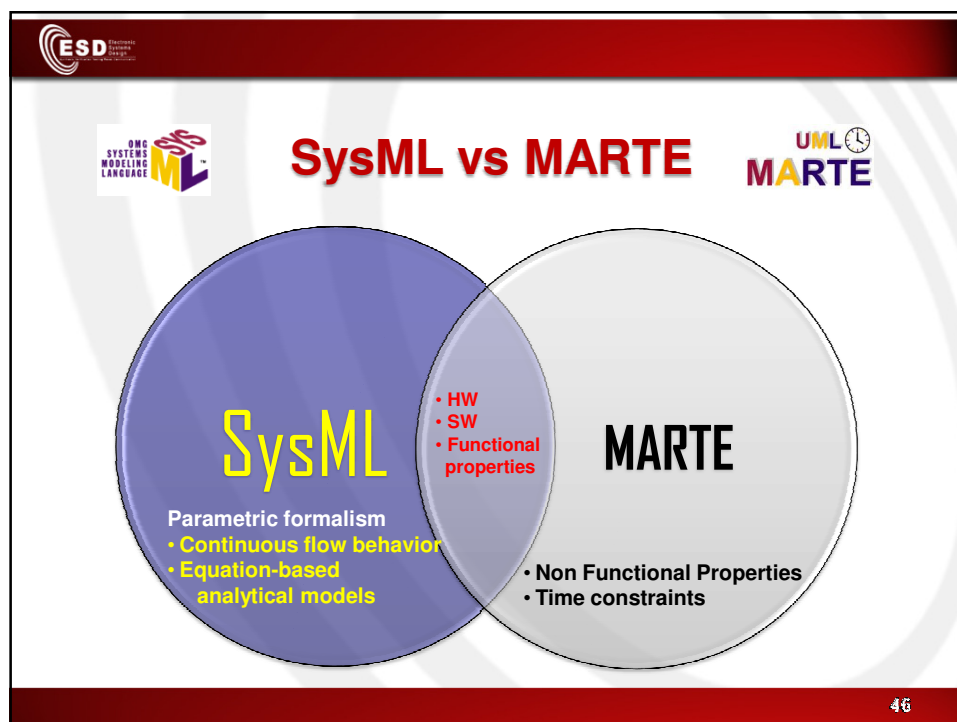
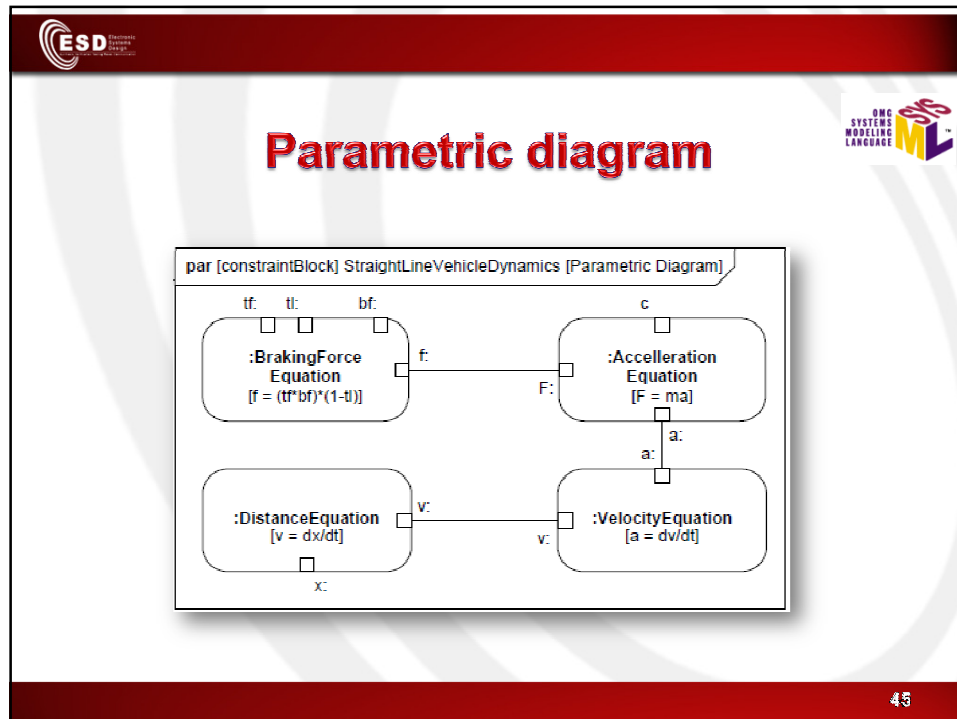
Data flow


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UML Modeling Tools

- Rational Rose (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/ 
- Others (http://www.objectsbydesign.com/tools/umltools_byCompany.html)

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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/
4. Software Engineering Principles and Practice. Second Edition;
Hans van Vliet.
5. <http://www-inst.eecs.berkeley.edu/~cs169/>

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