Model-Driven Design & UML

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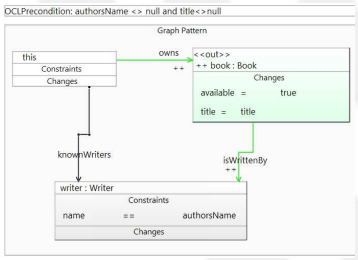
Overview

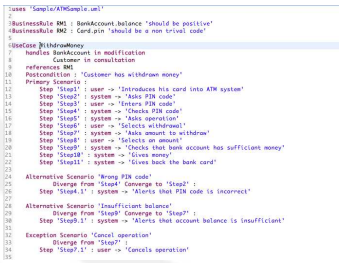
- What is Modeling language?
- What is UML?
- A brief history of UML
- Understanding the basics of UML
- UML diagrams for NES
- UML Profiles
- UML Modeling tools

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

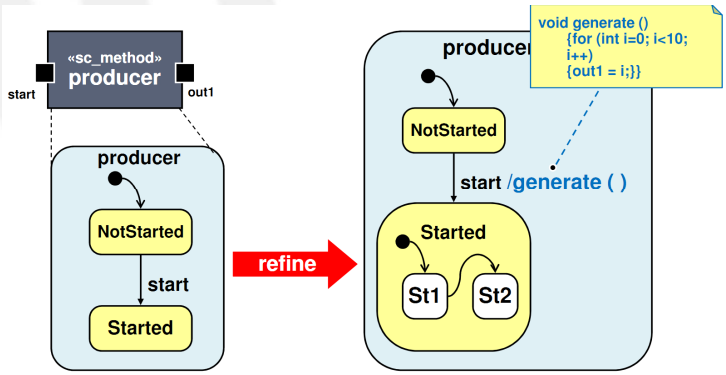
- A modeling language can be graphical or textual





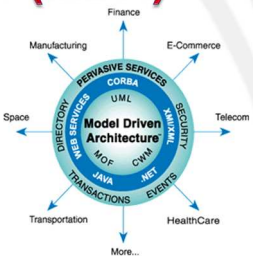
Model-based development

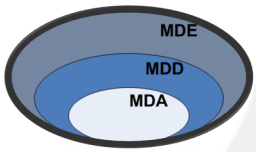
- Models can be refined continuously until the application is fully specified



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**



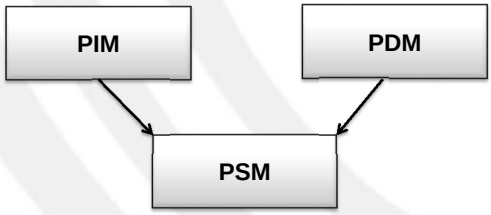


Model-driven development (MDD) is a software engineering *approach* that uses model to create a product. It may refer to specific *tools* and resources.

Model-driven engineering (**MDE**) is a software development *methodology* which focuses on creating and exploiting domain models

Model-Driven Architecture viewpoints

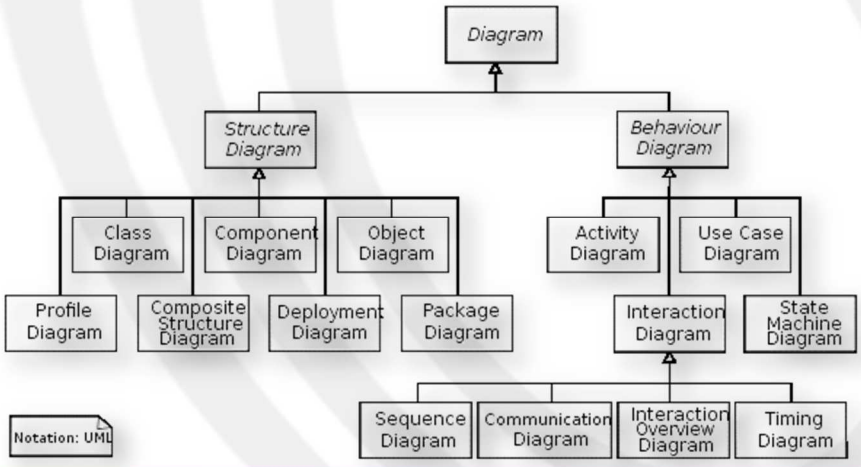
- **The Platform Independent Model (PIM):** The functional and non-functional aspects
- **The Platform Description Model (PDM):** HW and SW resources
- **The Platform Specific Model (PSM):** System architecture



What is UML?

- **Unified Modeling Language (UML)** is a standardized general-purpose modeling language in the field of object-oriented software engineering
  - UML can be applied in many areas like embedded systems, web applications, commercial applications etc.
- The standard was created, and is managed by the Object Management Group (OMG)

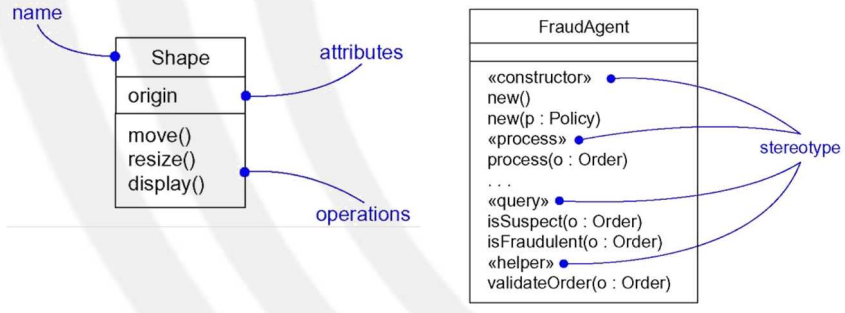
UML diagrams



Why UML for Modeling

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

Class Diagram

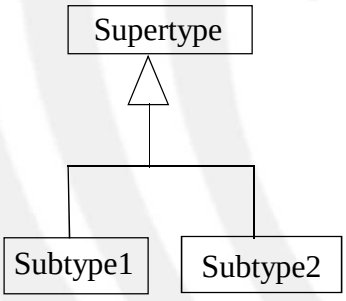


Used to specify Object Oriented (OO) paradigm

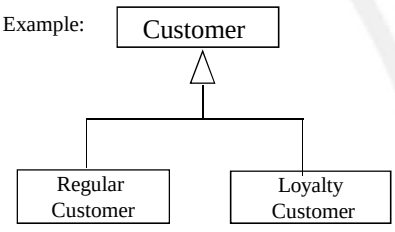
OO Relationships

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

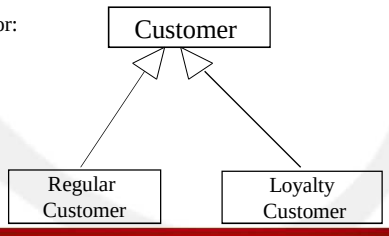
OO Relationships: Generalization



Example:



or:



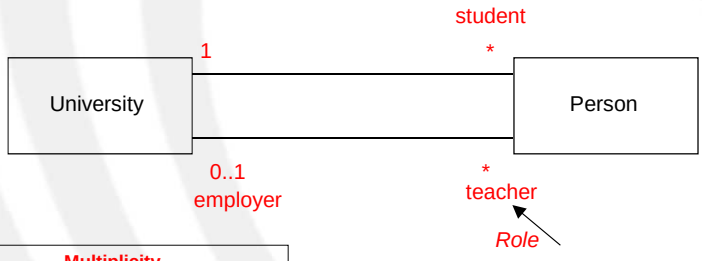
- Generalization expresses a parent/child relationship among related classes.

- Used for abstracting details in several layers

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)

Association: Multiplicity and Roles



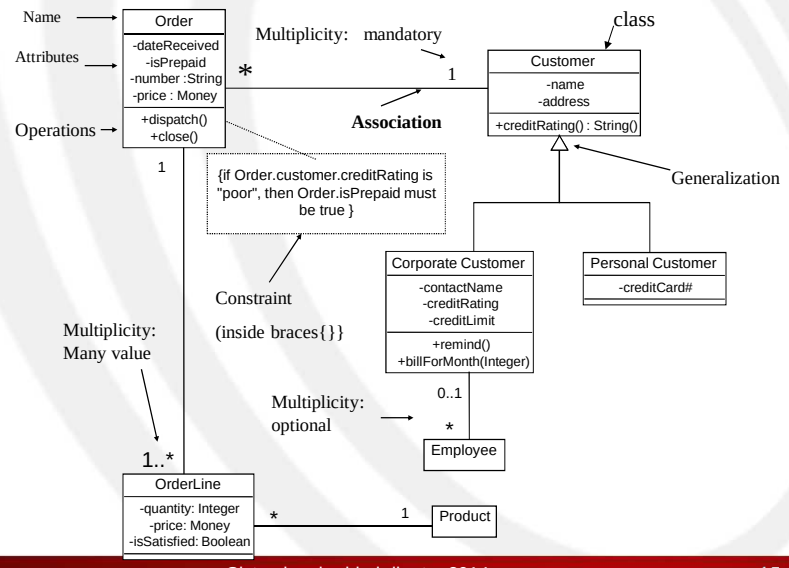
Multiplicity

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."

Class Diagram

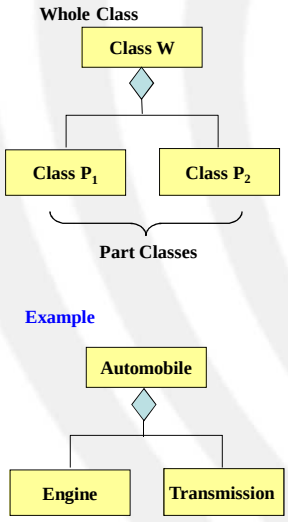


Association: From Model to Implementation


```
Class Student {
    Course enrolls[4];
}

Class Course {
    Student has[];
}
```

OO Relationships: Composition



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

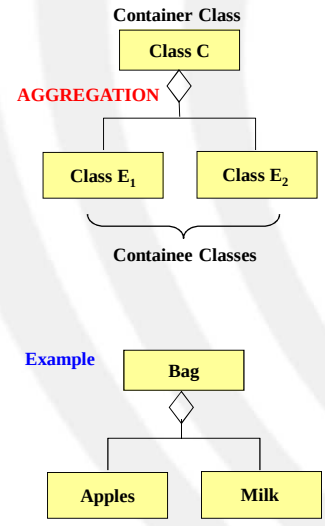
It expresses a relationship where an instance of the Whole-class has the responsibility to create and initialize instances of each Part-class.

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.

OO Relationships: Aggregation



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.

Aggregation vs. Composition

Composition is really a strong form of aggregation

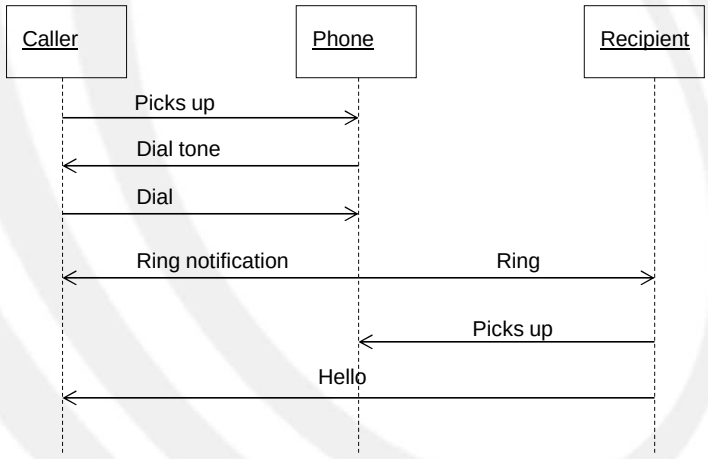
- components have only one owner
- components cannot exist independent of their owner
- components live or die with their owner (e.g. Each car has an engine that can not be shared with other cars).

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

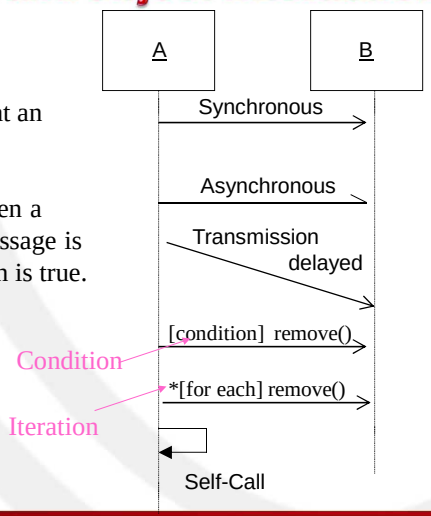
Example:
make a phone call



Sequence Diagram:Object interaction

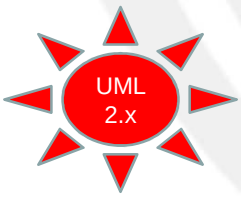
Self-Call: A message that an Object sends to itself.

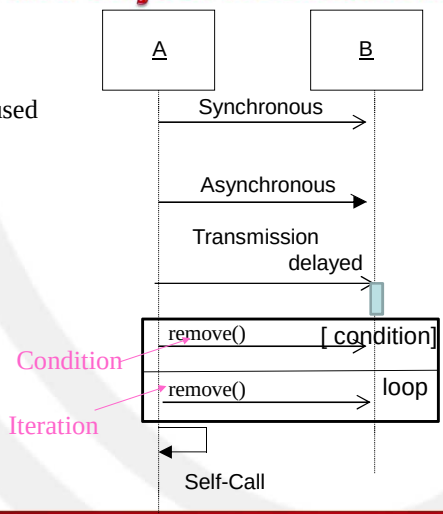
Condition: indicates when a message is sent. The message is sent only if the condition is true.



Sequence Diagram:Object interaction

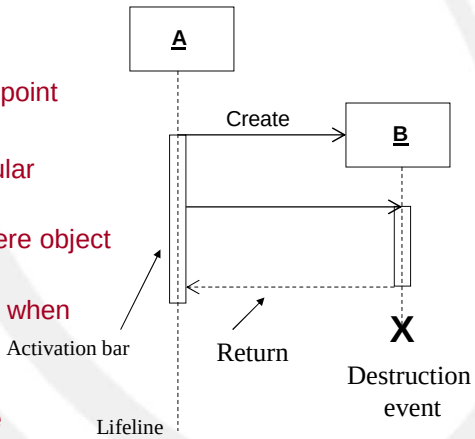
Combination fragments are used to model loops, Conditions, parallel execution,..etc





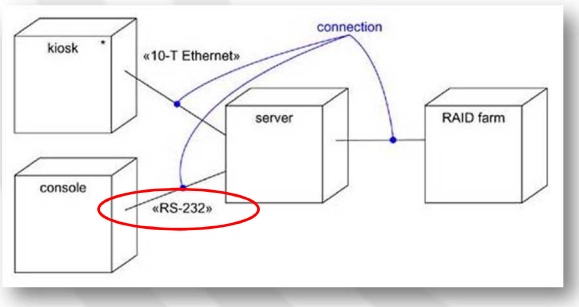
Sequence Diagrams – Object Life Spans

- 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

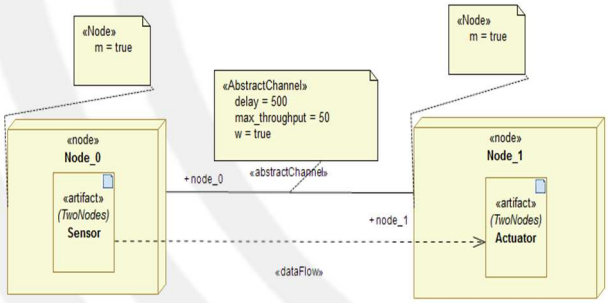


Deployment Diagram

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



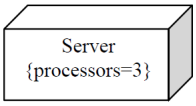
Deployment Diagram (2)



UML Profiles

- **Profile**: Provides a generic extension mechanism for customizing UML models for particular domains and platforms. Extension mechanisms allow refining standard semantics in strictly additive manner
- Profiles are defined using stereotypes, tag definitions, and constraints that are applied to specific model elements, such as Classes, Attributes, Operations, and Activities
- A Profile is a collection of such extensions that collectively customize UML for a particular domain (e.g., aerospace, healthcare, financial) or platform (J2EE, .NET)

Tagged Values



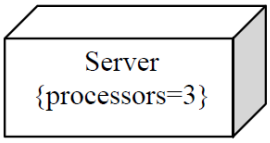
A tagged value is a combination of a tag and a value that gives supplementary information that is attached to a model element. A tagged value can be used to add properties to any model elements and can be applied to a model element or a stereotype.

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 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.

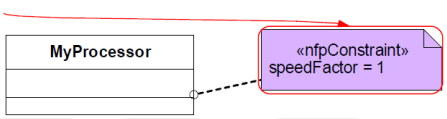
Tagged Values

- 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)



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.



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)

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)

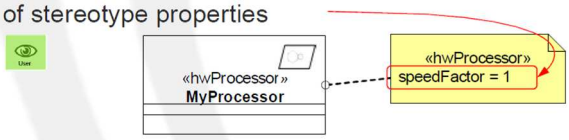
Non-Functional Properties (NFPs)

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

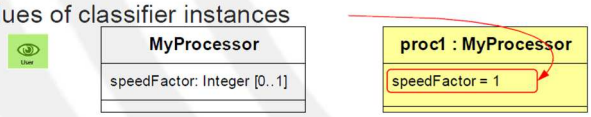
NFP sub-profile

Three mechanisms to annotate UML models:

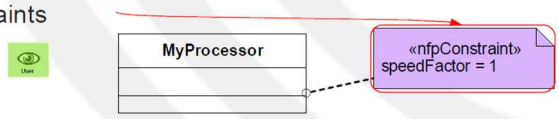
- Values of stereotype properties



- Slot values of classifier instances

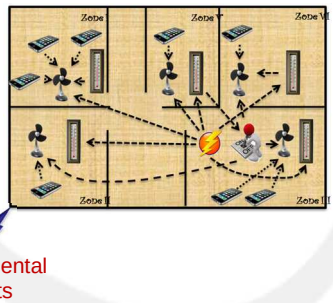


- Constraints



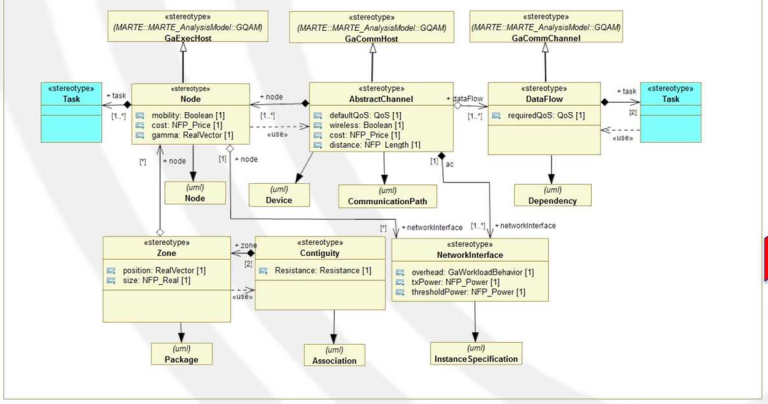
What is missing in MARTE related to NES

- Device mobility
- Network QoS
  - Error rate
- Environmental modeling
- ...



Environmental effects

UML Network Profile to compensate MARTE lacks



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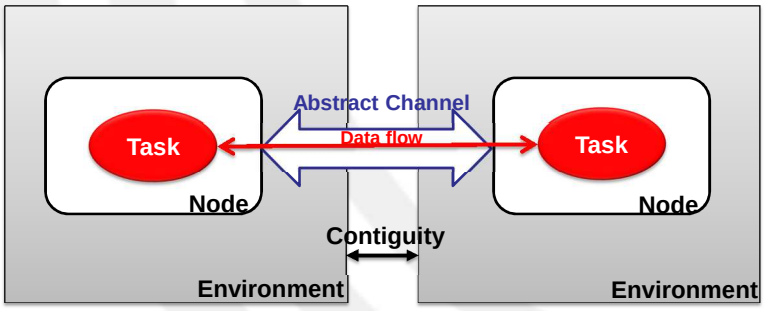
IEEE

NES elements



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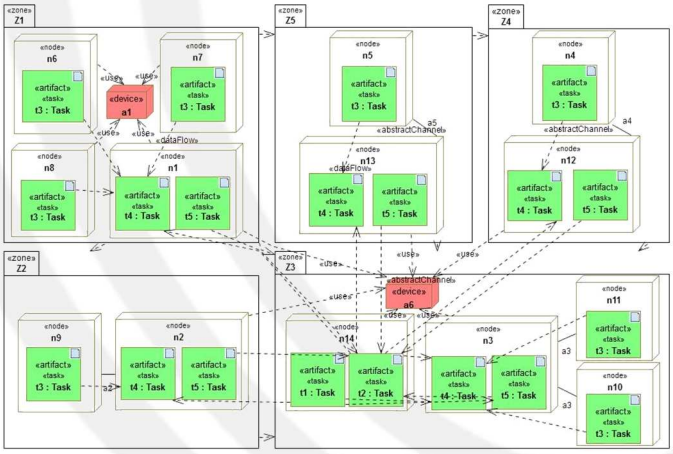
NES elements

1. **Task (t),** represents the functional part of the application which can be periodic or aperiodic and it can be data producer or consumer.
2. **Data flow (f),** represents the communication link between two entities of type task (t). f expresses the communication requirements between task such as minimum throughput, maximum delay and error rate.
3. **Node (n),** represents the physical element of the network which will host one or more tasks to be run on it. It can be a hardware component that has processing unit, memory and at least one network interface.
4. **Abstract Channel (ac),** represents the communication link between one or more entities of type node (n). Ac can be wired or wireless and it defines the characteristics of the channel (i.e., delay, capacity. error rate).
5. **Zone (z),** represents a partitioning of the physical environment in which the set of NES's is deployed. It groups nodes and defines their position. Furthermore, it captures the relevant environmental parameters such as room temperature in a temperature monitoring application.

NES elements

6. **Contiguity (c),** represents the relationship between two entities of type zone (z). c captures the environmental characteristics between two zones which affect inter-zone communication

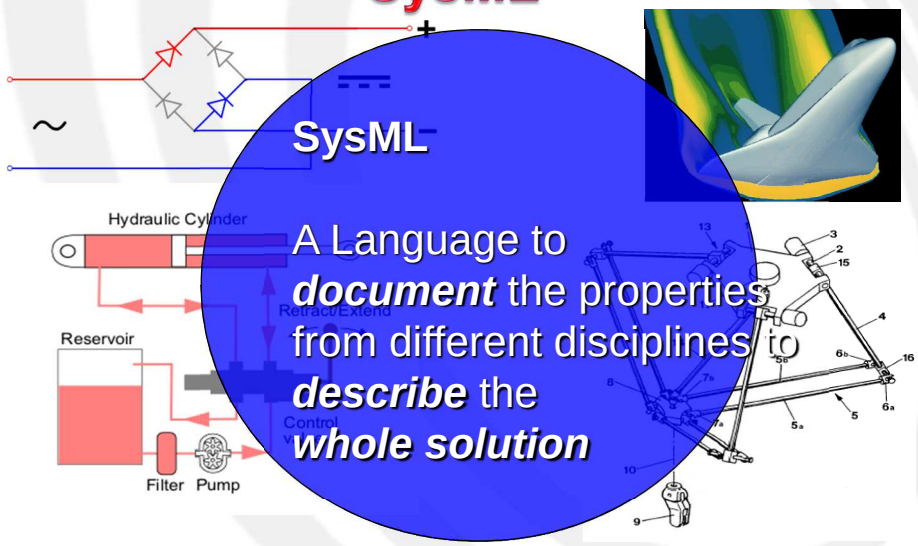
UML/Deployment diagram + NW profile for NES



ESD Electronic Systems Design
Synthesis Verification Testing Power Communication

SysML

SysML



SysML

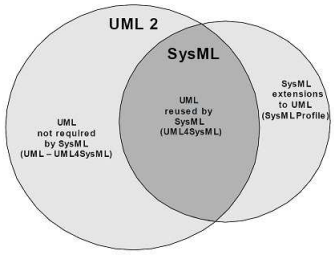
A Language to ***document*** the properties from different disciplines to ***describe*** the ***whole solution***

SysML

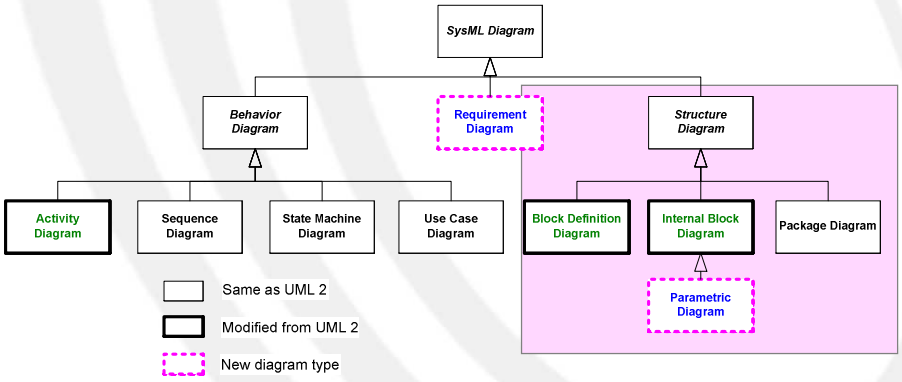
- A graphical modelling language in response to the UML for Systems Engineering developed by the OMG.
  - a UML Profile that represents a subset of UML 2 with extensions
- Supports the specification, analysis, design, verification, and validation of systems that include hardware, software, data, personnel,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

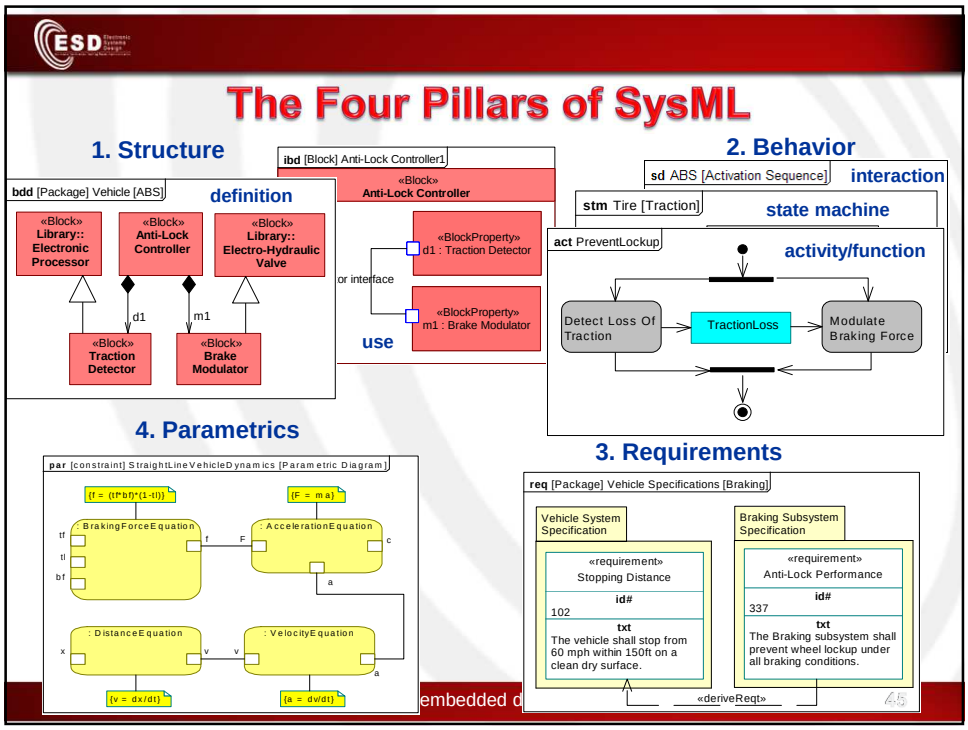
SysML (cont'd)

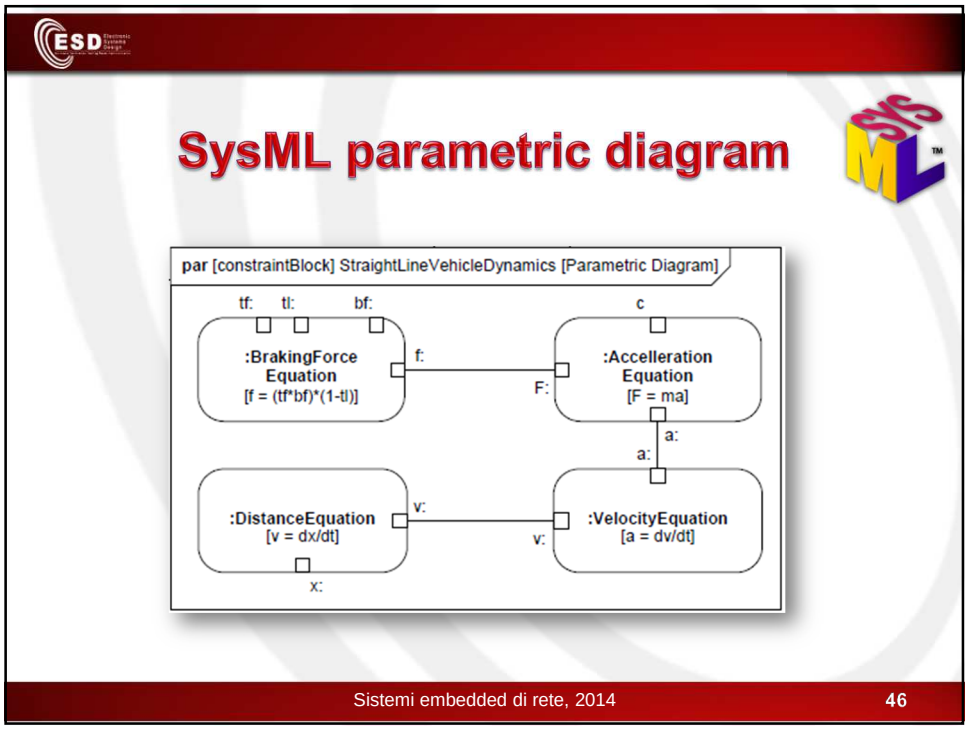
- Is a visual modeling language that provides
  - Semantics = meaning
  - Notation = representation of meaning
- Is not a methodology or a tool
  - SysML is methodology and tool independent



Structural Diagrams




The Four Pillars of SysML
1. Structure
bdd [Package] Vehicle [ABS]
definition
«Block» Library:: Electronic Processor
«Block» Anti-Lock Controller
«Block» Library:: Electro-Hydraulic Valve
d1
m1
«Block» Traction Detector
«Block» Brake Modulator
ibd [Block] Anti-Lock Controller1
«Block» Anti-Lock Controller
«BlockProperty» d1 : Traction Detector
or interface
«BlockProperty» m1 : Brake Modulator
use
2. Behavior
sd ABS [Activation Sequence]
interaction
stm Tire [Traction]
state machine
act PreventLockup
activity/function
Detect Loss Of Traction
TractionLoss
Modulate Braking Force
4. Parametrics
par [constraint] StraightLineVehicleDynamics [Parametric Diagram]
{f = (tf*bf)*(1-tl)}
{F = ma}
: BrakingForceEquation
: AccelerationEquation
: DistanceEquation
: VelocityEquation
{v = dx/dt}
{a = dv/dt}
3. Requirements
req [Package] Vehicle Specifications [Braking]
Vehicle System Specification
Braking Subsystem Specification
«requirement» Stopping Distance
id#
102
txt
The vehicle shall stop from 60 mph within 150ft on a clean dry surface.
«requirement» Anti-Lock Performance
id#
337
txt
The Braking subsystem shall prevent wheel lockup under all braking conditions.
«deriveReqt»


SysML parametric diagram
par [constraintBlock] StraightLineVehicleDynamics [Parametric Diagram]
tf:
tl:
bf:
:BrakingForce Equation
[f = (tf*bf)*(1-tl)]
f:
F:
c
:Accelleration Equation
[F = ma]
a:
a:
:DistanceEquation
[v = dx/dt]
v:
v:
:VelocityEquation
[a = dv/dt]
x:
Sistemi embedded di rete, 2014
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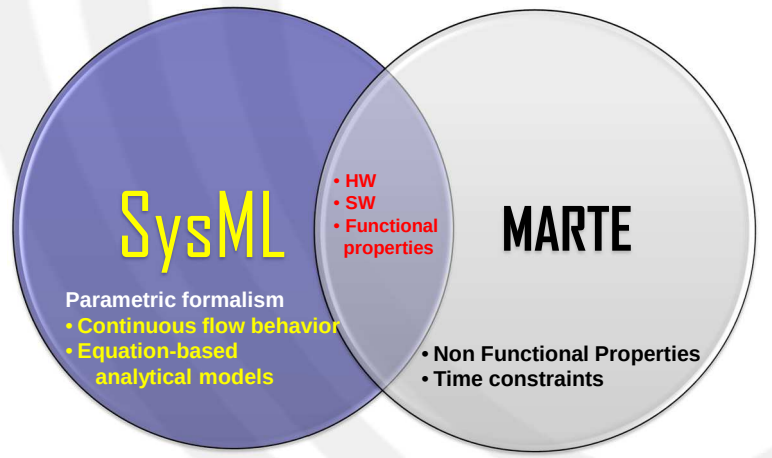
SysML vs MARTE



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)

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/