

Executable and Translatable UML

Stephen J. Mellor

Marc J. Balcer



ModelCompilers.com
code at a higher level

Contents

- What's the problem? 
- UML Models
- Executable UML elements
- Executable UML behavior
- The Repository
- Model Compiler Concepts
- How model compilers work
- MDA

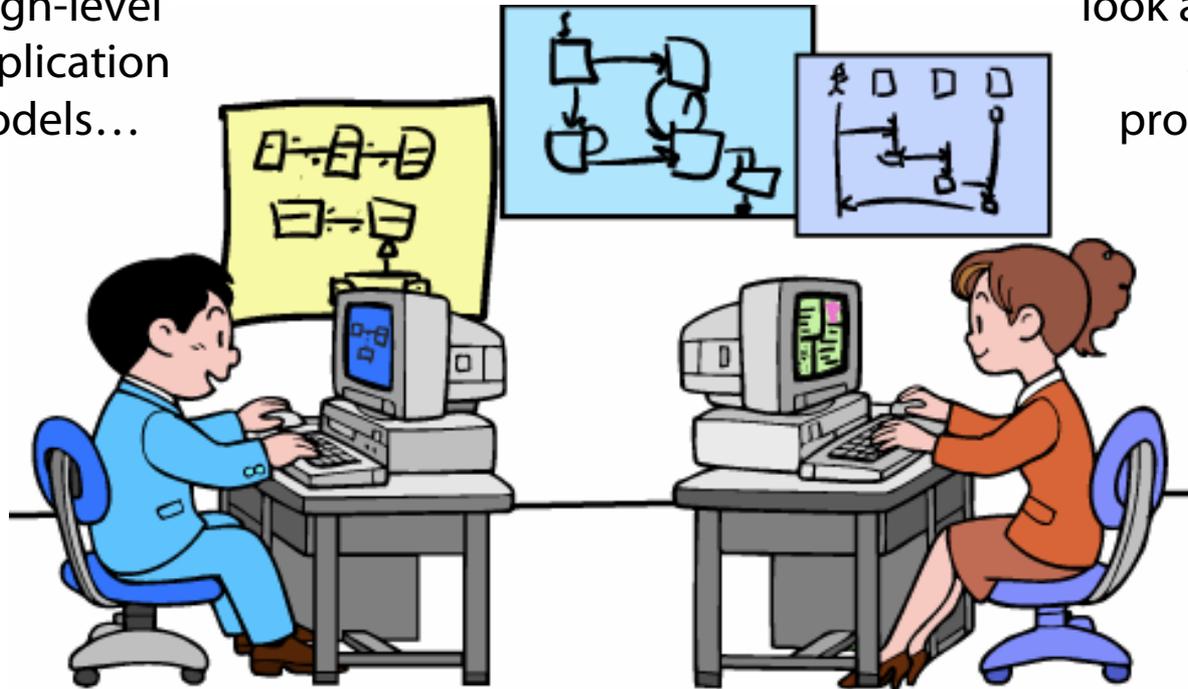


What's the Problem?

Analysts create
"high-level"
application
models...

...print them out...

... then the developers
look at the models
and write the
production code



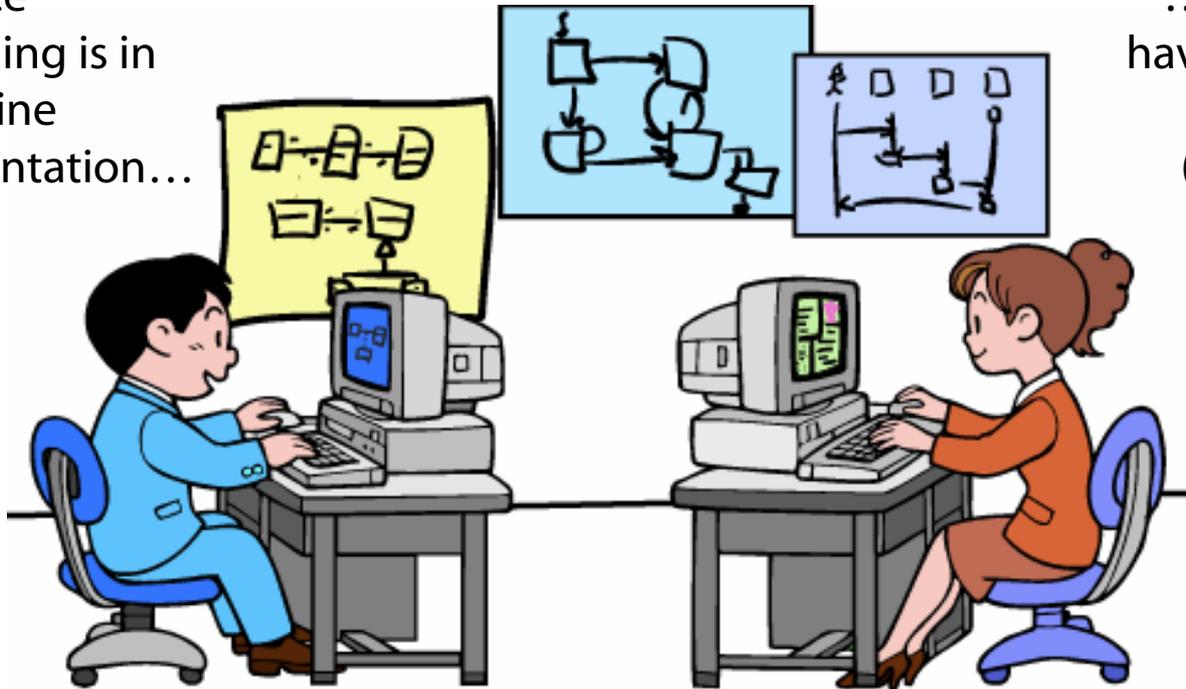
These models are
independent of the
implementation technology

Coding adds this
"design detail"



What's the Problem?

But once something is in a machine representation...



...we shouldn't have to manually reinterpret it ("elaborate it") into another.

The analyst's diagrams don't have to be complete, correct, or consistent models

Keeping the diagrams in sync with the code is a daunting task.

The rework introduces development errors and obscures analyst errors

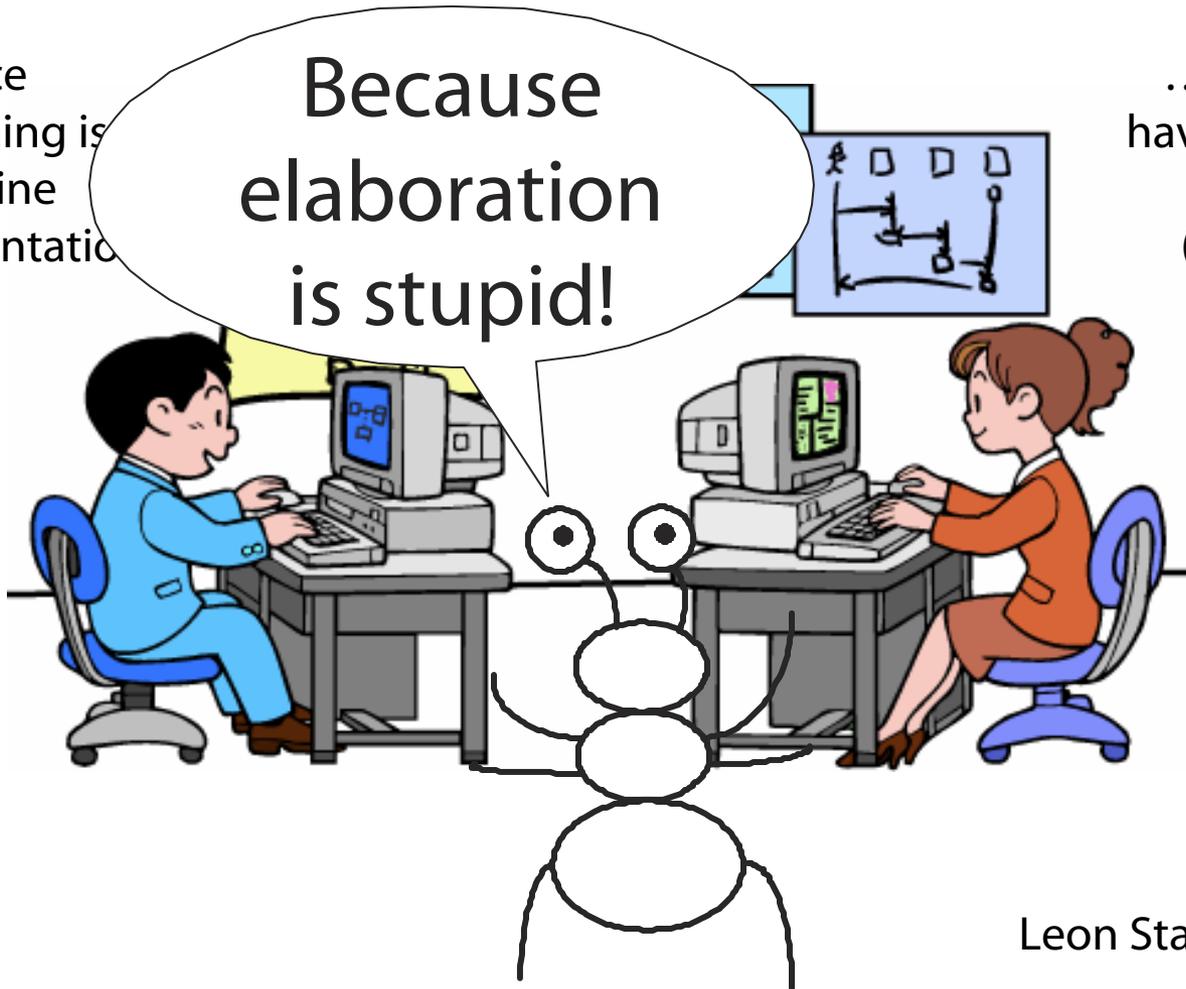


What's the Problem?

But once something is a machine representation

Because elaboration is stupid!

...we shouldn't have to manually reinterpret it ("elaborate it") into another.

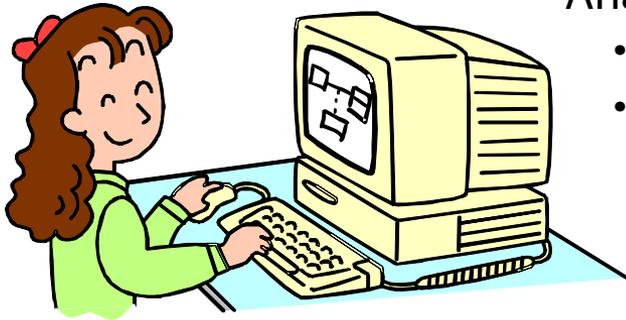


The Ant appears courtesy of Leon Starr, *Executable UML*

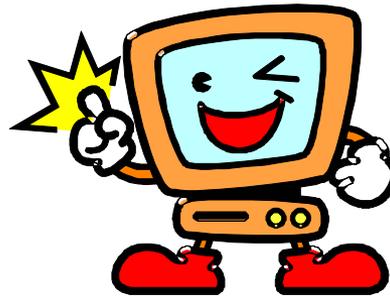


Executable Models

Analysts



- create executable models
- test those executable models



...and compile the models to produce a running system



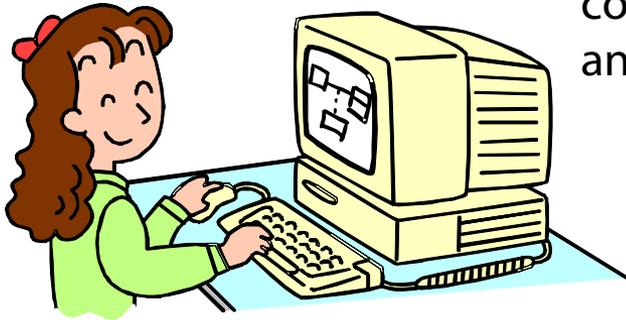
Developers

- buy, build, or adapt a model compiler for a software architecture
- map model elements to the architecture...

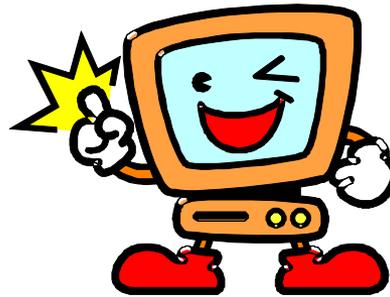


Executable Models

The analyst's models must be complete, correct, and consistent—and the models are verifiable.



The process always moves forward...



...there's no editing of the translated code, no round-tripping, no reverse-engineering, no getting out of sync.



The software design decisions are formalized in the mappings and translation archetypes



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What's UML?



“The Unified Modeling Language is a language for specifying, constructing, visualizing, and documenting artifacts of a software-intensive system”

—The UML Summary



What's UML?



- Common notation for OOA / OOD
- Goal was to eliminate the notation wars
- One notation for many purposes
- Very large
- Concept of “profiles” for different uses



UML in Practice



Describing
a problem
“Requirements”



Modeling
a solution
“Analysis”

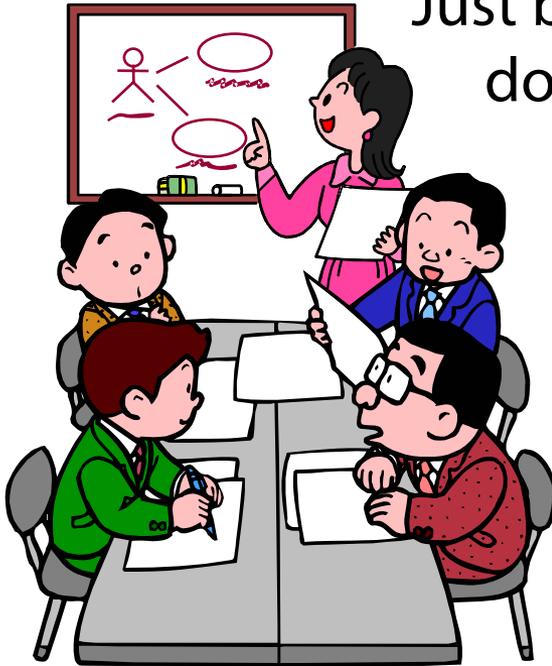


Documenting
software
“Design”



UML in Practice

Just because these use the same notation (UML) doesn't mean these are the same problem.

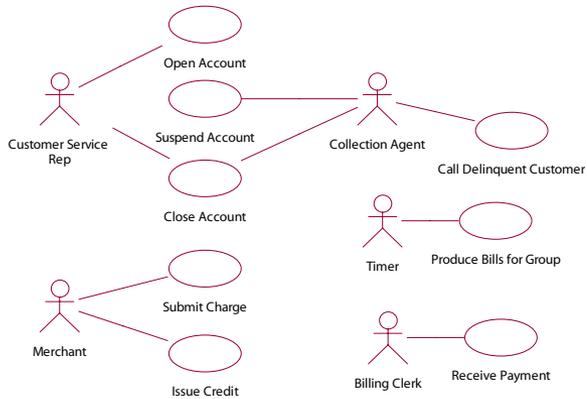


The models are more than just the observable behavior to the user

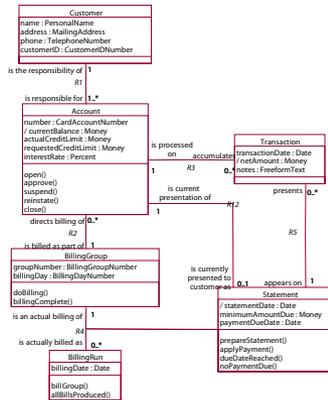
The software design does not follow from the model of the problem



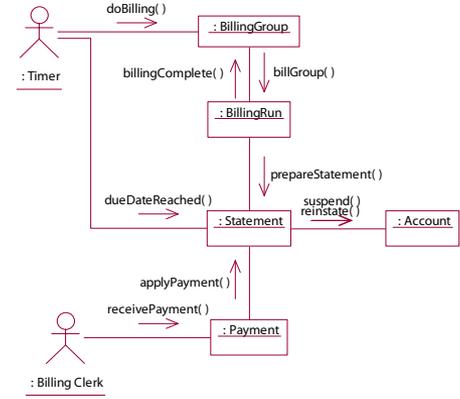
Notation Semantics



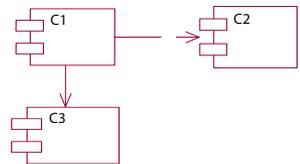
Use Case Diagram



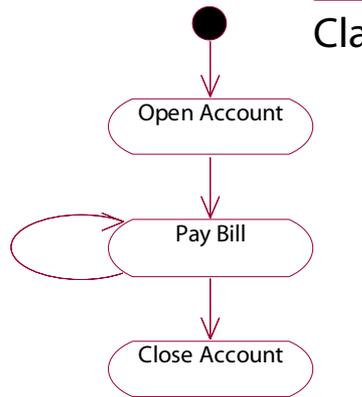
Class Diagram



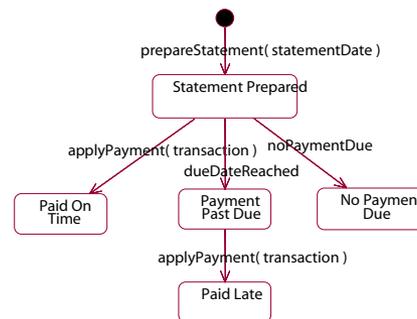
Collaboration Diagram



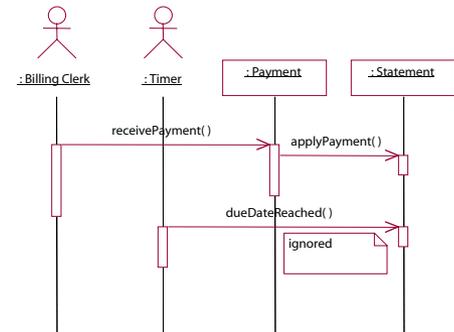
Component Diagram



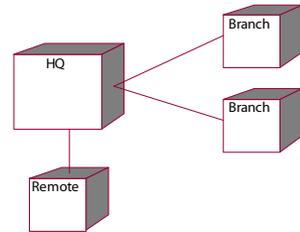
Activity Diagram



State Diagram



Sequence Diagram



Deployment Diagram

*Each diagram is well-defined,
but how do they fit together?*



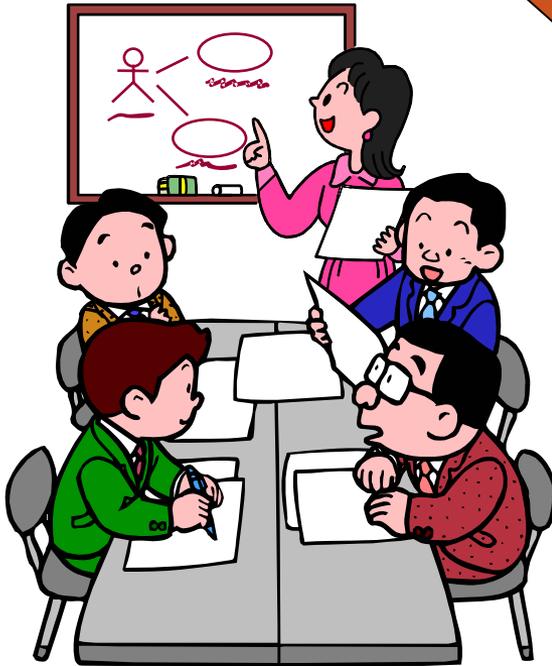
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UML in Practice

Our Focus



Describing
a problem
“Requirements”



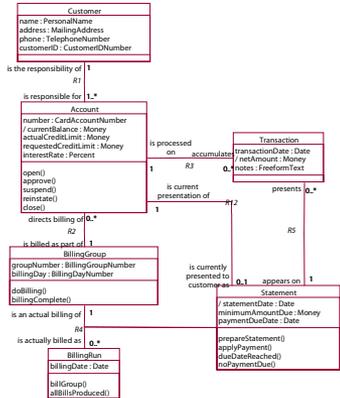
Modeling
a solution
“Analysis”



Documenting
software
“Design”

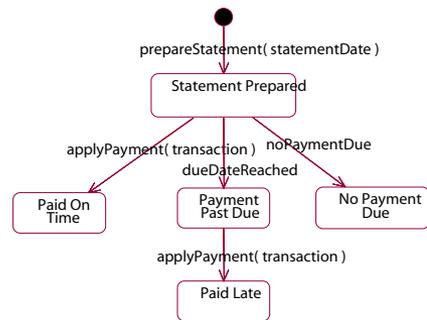


UML Profiles



A profile defines how these diagrams represent models

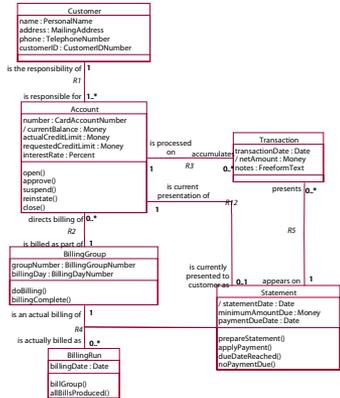
Information Model
(things in the problem and how they are related)



State Model
(lifecycle of an instance of a class)

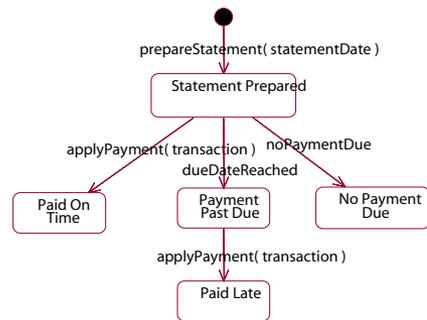


UML Profiles

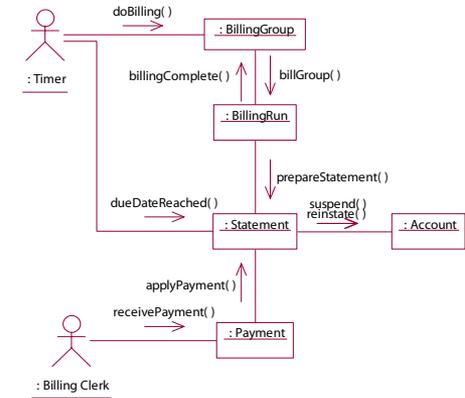


It also defines a set of diagrams that are derived from the basic models

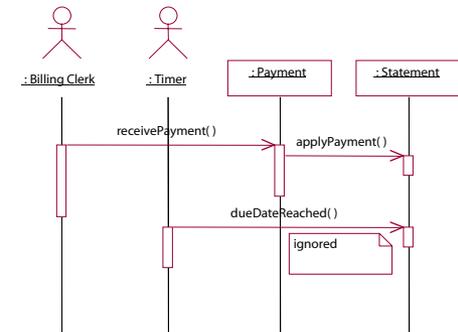
Information Model
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State Model
(lifecycle of an instance of a class)



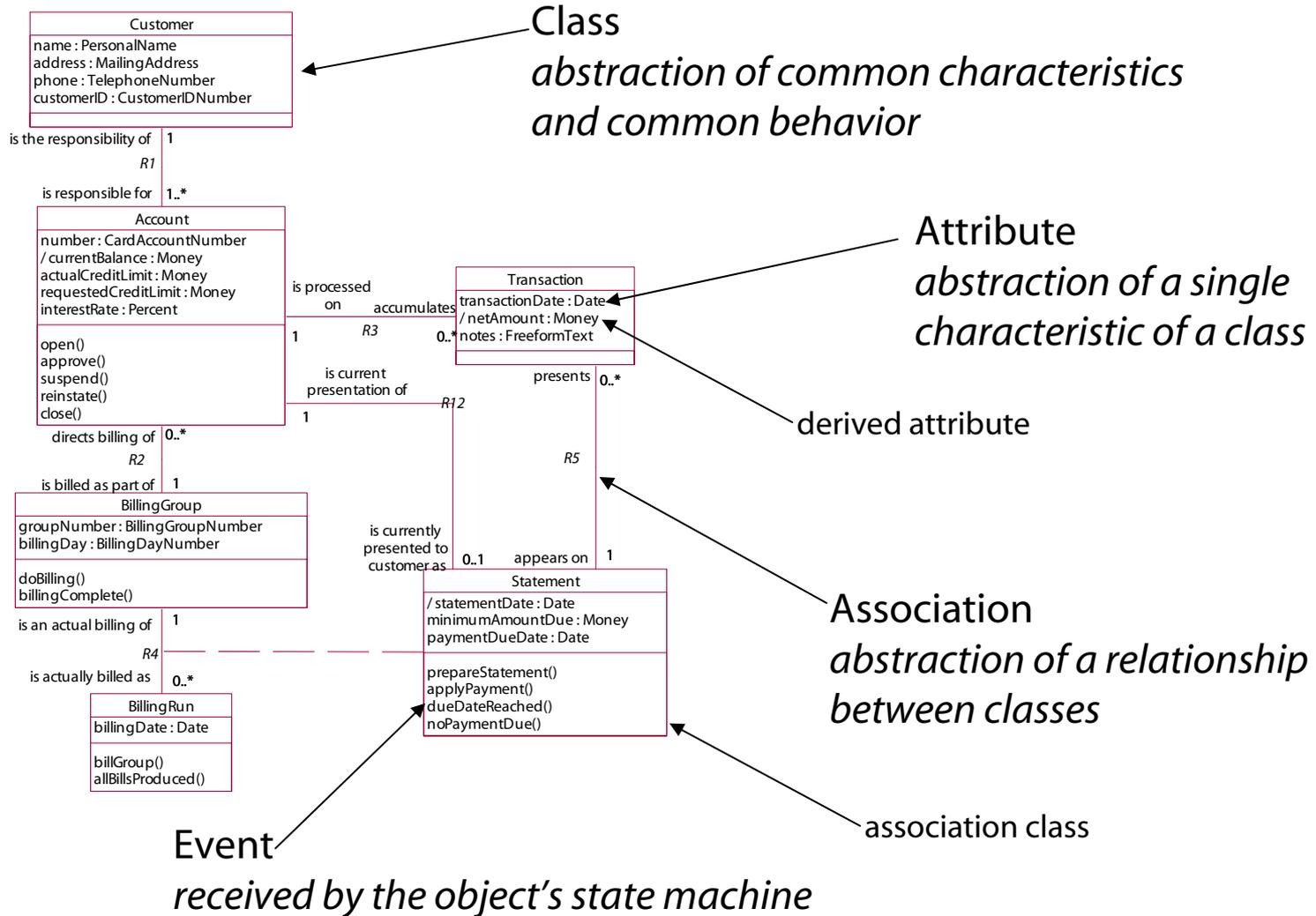
Object Communication Model
(summary of object interactions)



Execution Trace
(system behavior under one scenario)

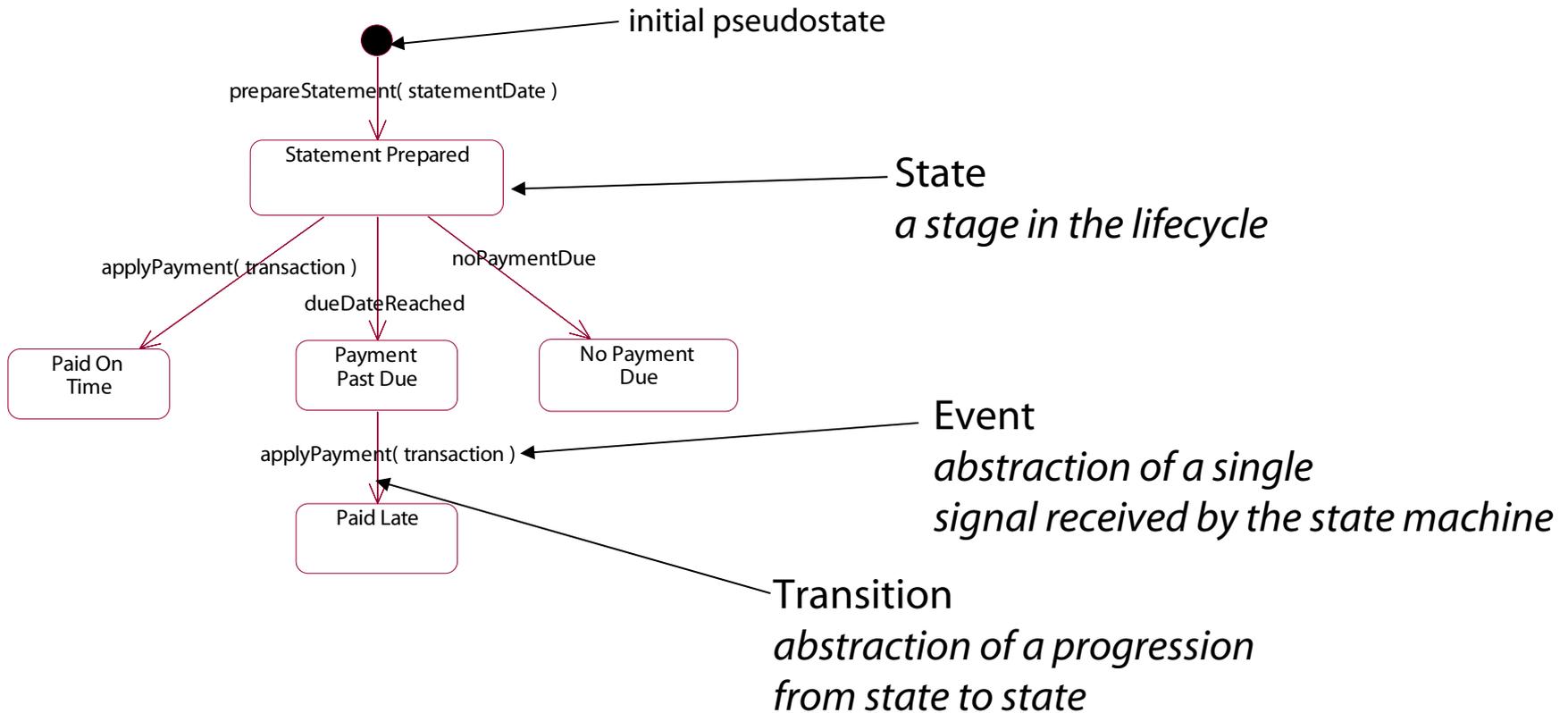


Classes



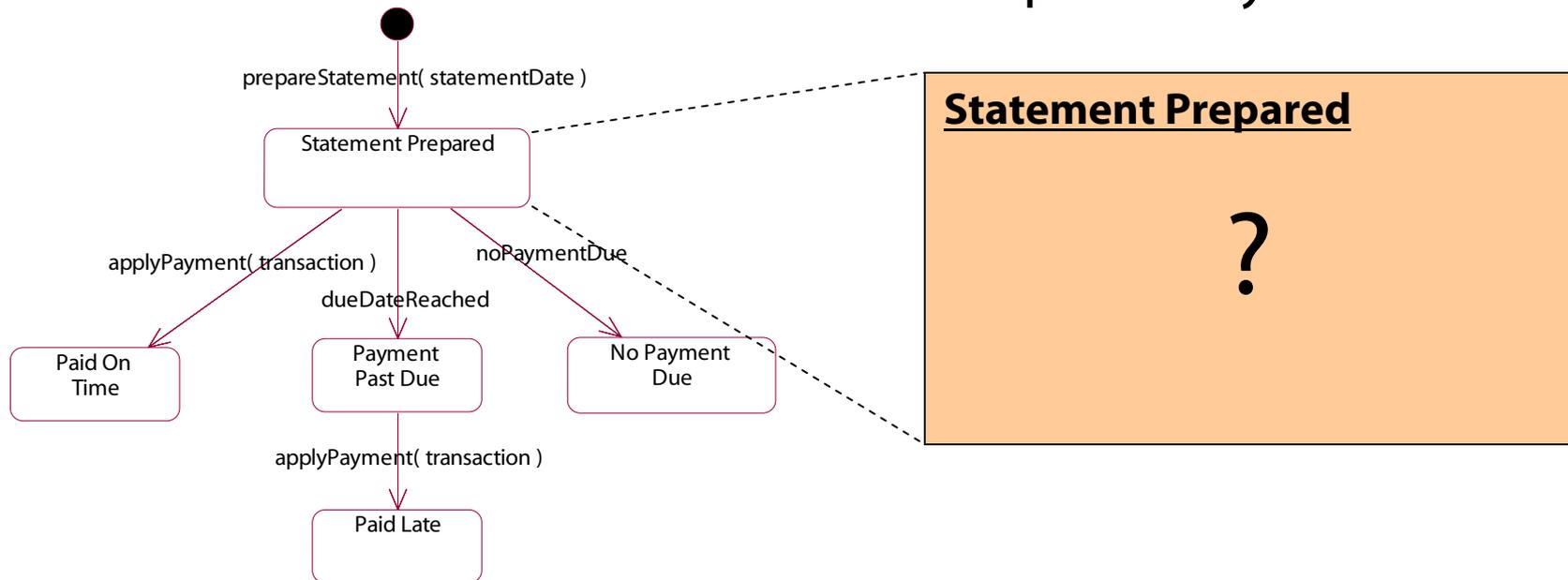
Lifecycles

Statement



State Procedure & Actions

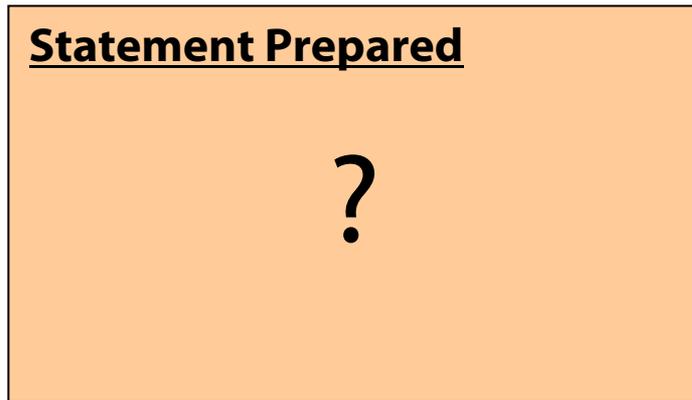
Each state has a procedure executed upon entry to the state



Actions specify what happens in the state procedure

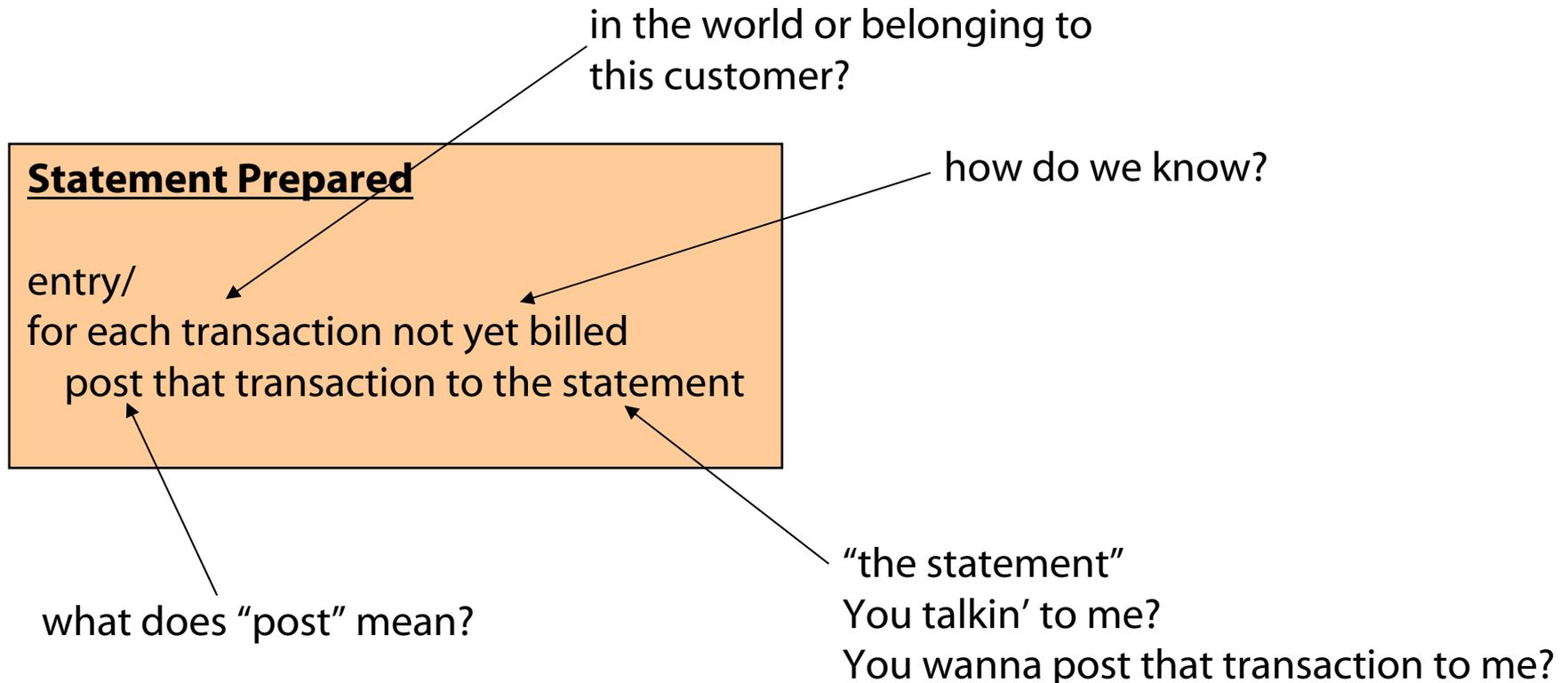


Expressing Actions



- Need to express the semantics of the problem domain
 - in pseudocode
 - in Java itself?
 - in a Java-esque syntax?
 - in a flowchart?
 - in a dataflow diagram?
 - in pipes-and-filters?

Why not pseudocode?



Why not 3GL code?

Statement Prepared

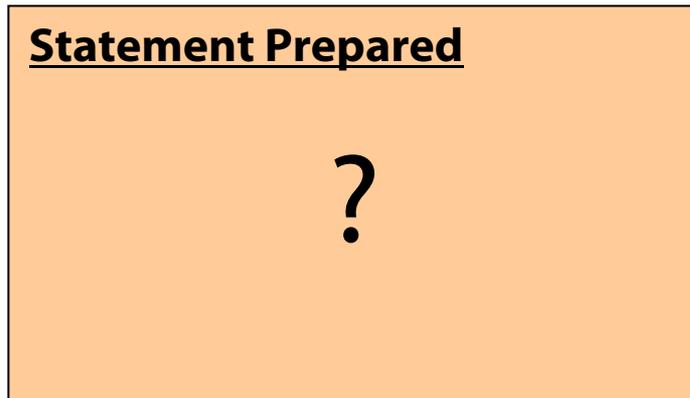
```
entry/  
query = "SELECT * FROM TBL_TRANS, ...  
set rst=CurrentDB().open(query)  
while not rst.EOF  
    rst.Edit  
    rst("R5StatementPtr") = statementID  
    rst.Update  
    rst.MoveNext  
wend  
rst.Close
```

(Microsoft Visual Basic...sort of)

- Binds the model to a particular implementation
- Requires other non-application decisions to be made at the same time

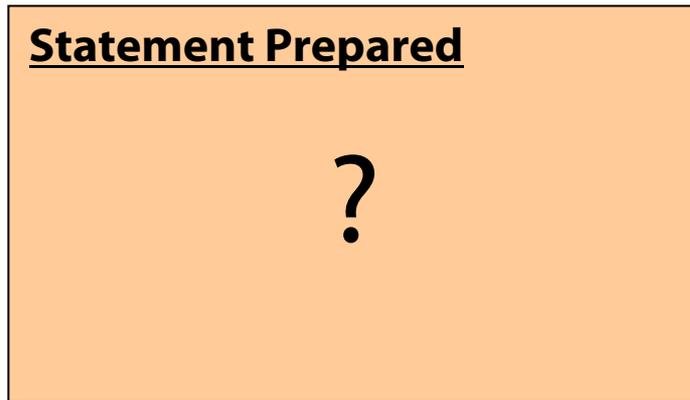


What to do about actions?



- Pseudocode is not executable
- 3GLs bind model to a particular architecture
- We want to write
 - from a problem perspective
 - in terms of the model
 - not presuming a specific implementation

What about actions?



- UML (pre – 1.5) did not have a formalism for actions
- Precise Action Semantics specification supplements the UML
 - functional/dataflow-based
 - established the executable profile
 - essential for executability

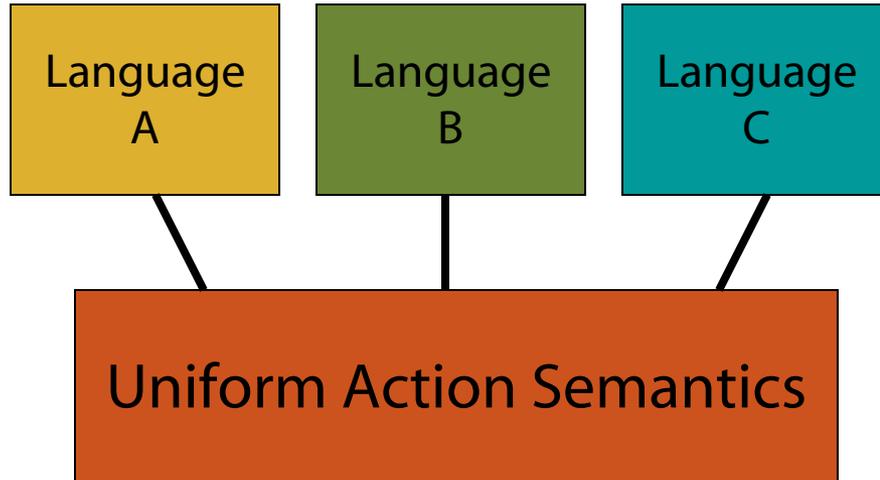
UML Action Semantics



- Integrated into UML 1.5
- Fundamental actions on UML elements (classes, associations, ...)
- Foundations for writing processing in an executable model
 - in the problem domain
 - does not presume an implementation



Semantics, not Language



- Why not just design an action language?
 - Highly political
 - Many vendors had some proprietary (but not fully compliant) action languages.
 - Syntax issues would obscure semantic issues
- First define a uniform semantics

Action Languages

TALL

```
foreach transaction in
  self->Account->Transaction[not .isBilled]
  self->Transaction := transaction;
endfor;
```

OAL

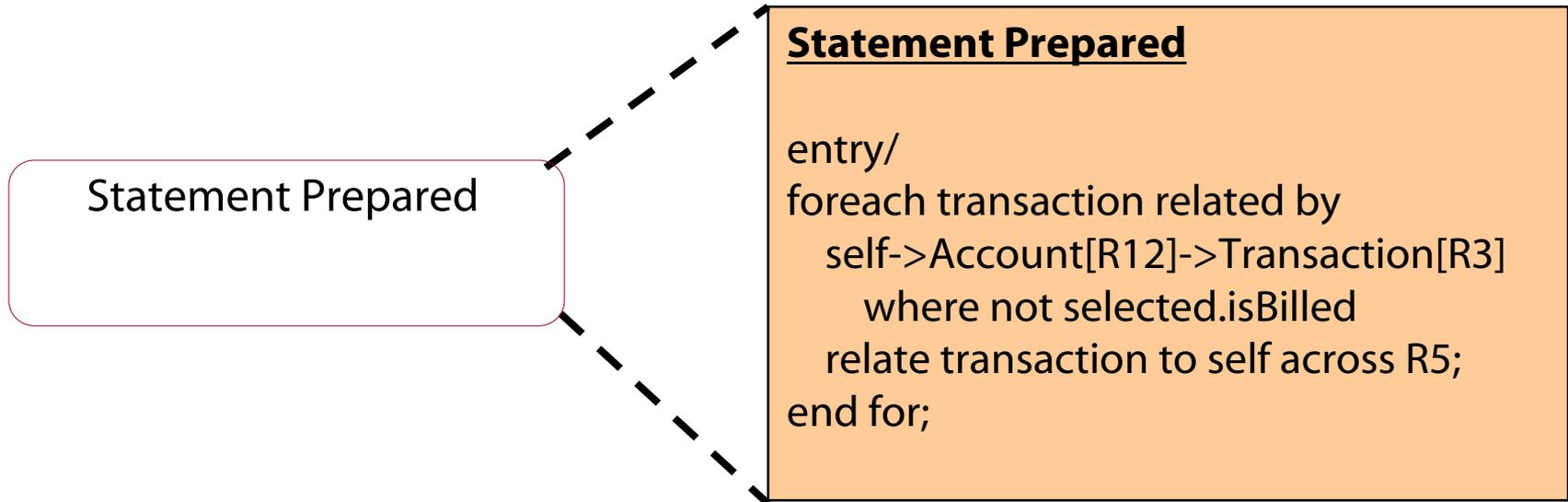
```
foreach transaction related by
  self->Account[R12]->Transaction[R3]
  where not selected.isBilled
  relate transaction to self across R5;
end for;
```

- Several different tool-specific languages
- First step is to make all action-semantics compliant
- Syntax is secondary

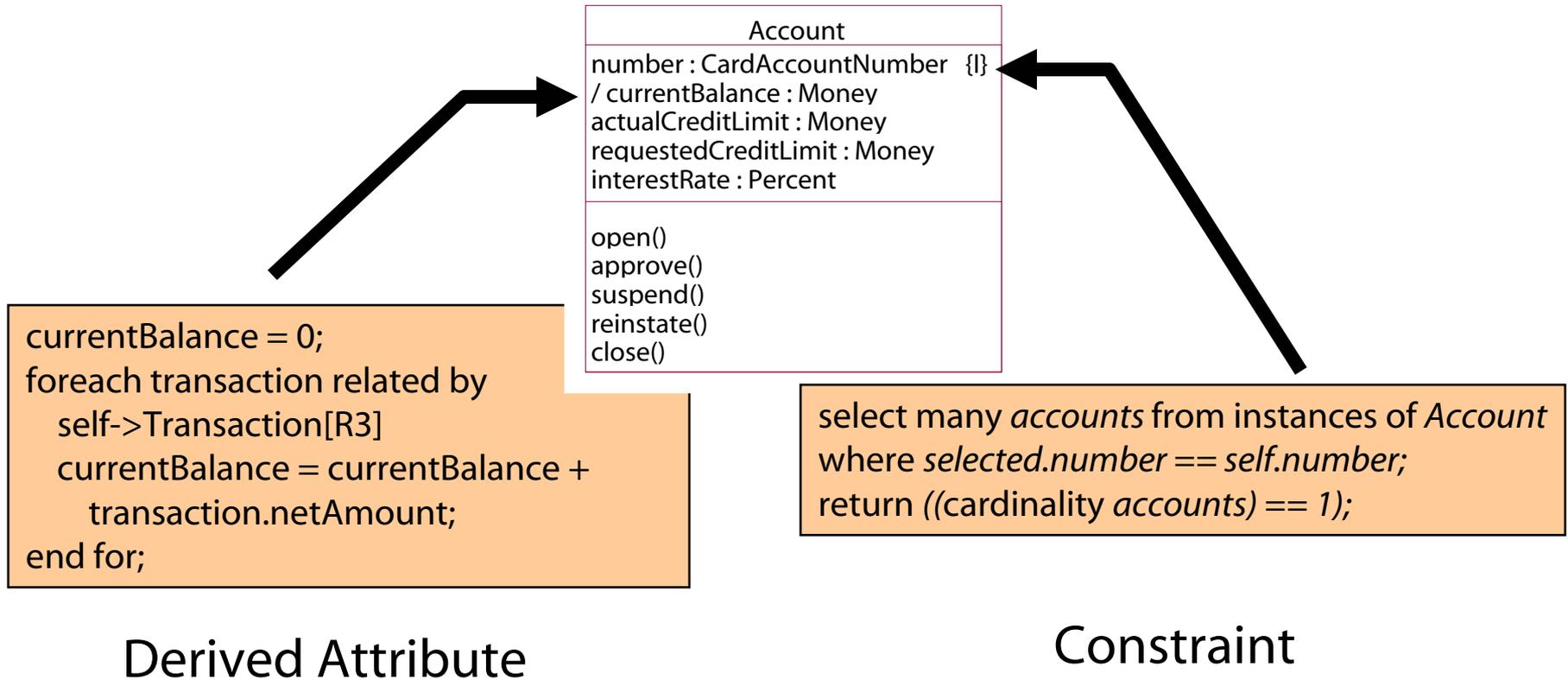


Actions

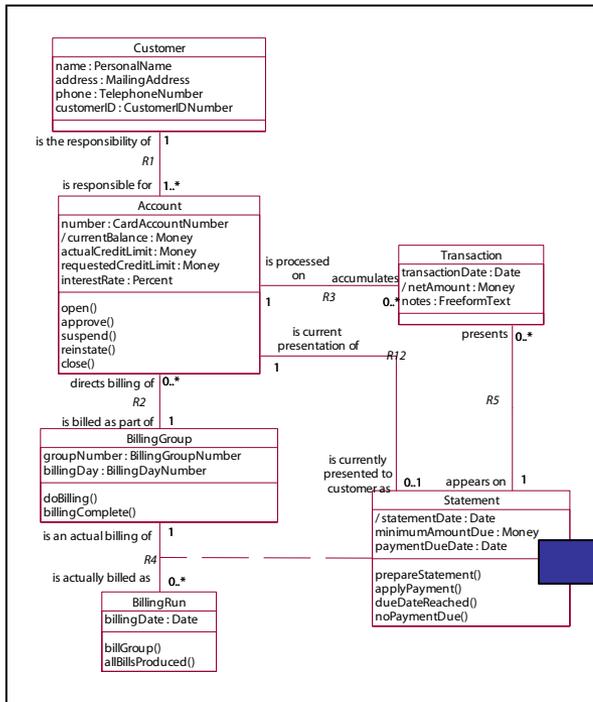
- Specify the logic for each state's action.



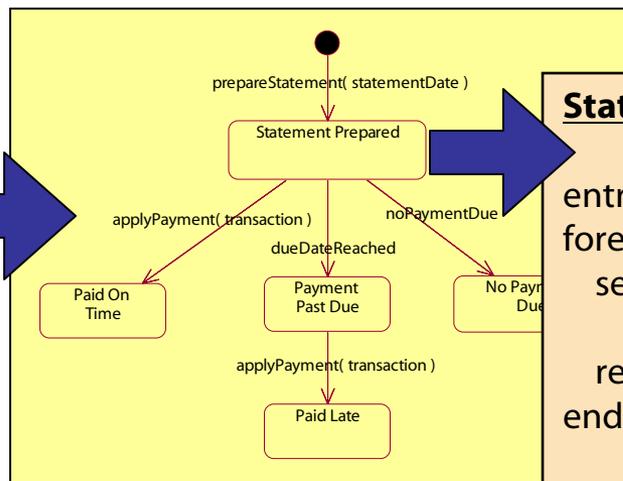
Actions – Other Uses



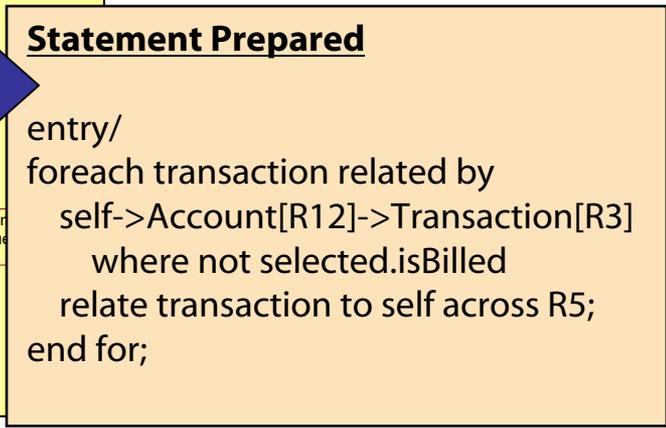
An Executable Model



Classes



Lifecycle of Statement



Statement Prepared state procedure



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Instances

An executable model operates on instances.

Account
number : CardAccountNumber /currentBalance : Money actualCreditLimit : Money requestedCreditLimit : Money interestRate : Percent
open() approve() suspend() reinstate() close()

number	currentBalance	actualCreditLimit	requestedCreditLimit	interestRate
231552343	110.23	5000	5000	14%
897899934	0.00	8000	10000	12%
789978994	3423.32	3500	5000	18%

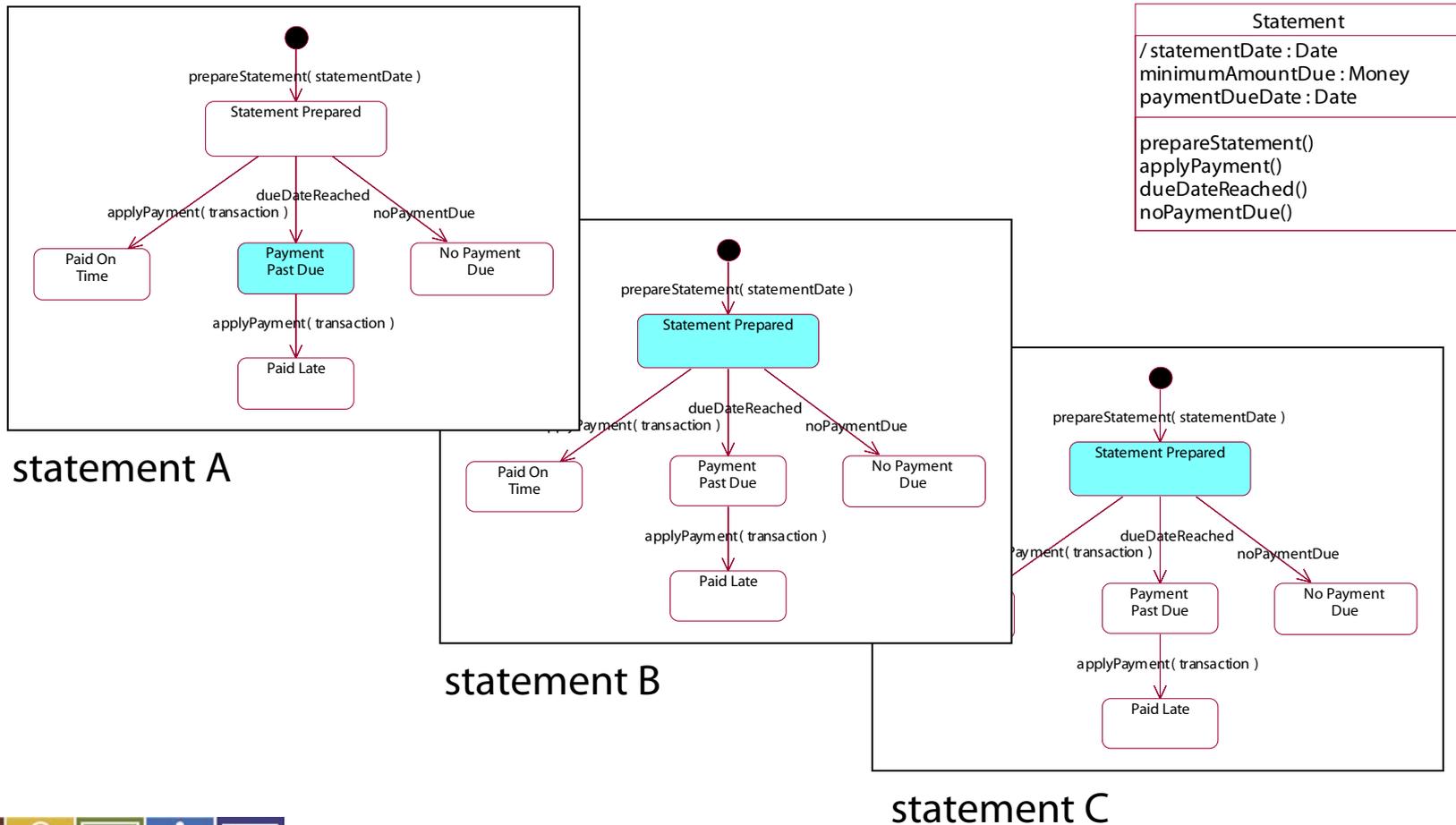
Statement
/statementDate : Date minimumAmountDue : Money paymentDueDate : Date
prepareStatement() applyPayment() dueDateReached() noPaymentDue()

statementDate	minimumAmountDue	paymentDueDate
5/10/2003	10.00	6/1/2003
6/1/2003	0.00	6/21/2003
6/2/2003	68.00	6/21/2003

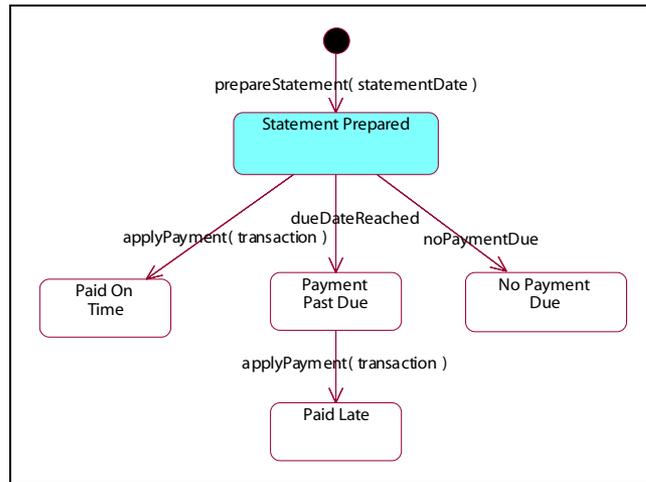


Instances

An executable model operates on instances.

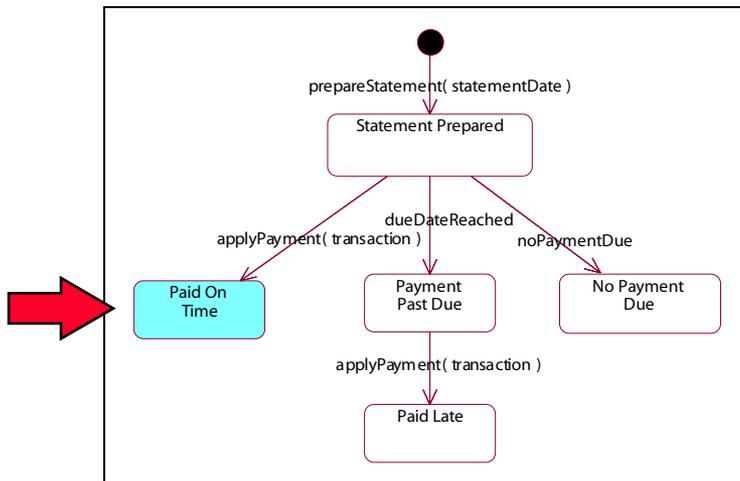


Execution



- The lifecycle model prescribes execution

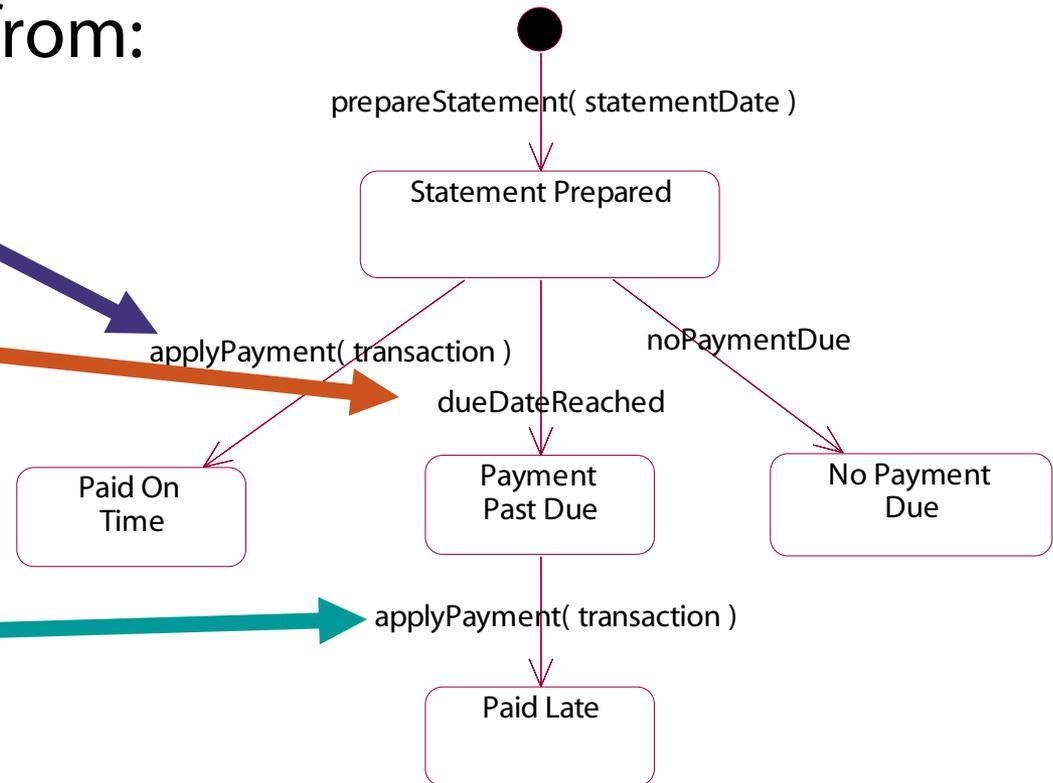
When the customer's payment is received, the statement transitions to the next statement and executes actions.



Executing the Model

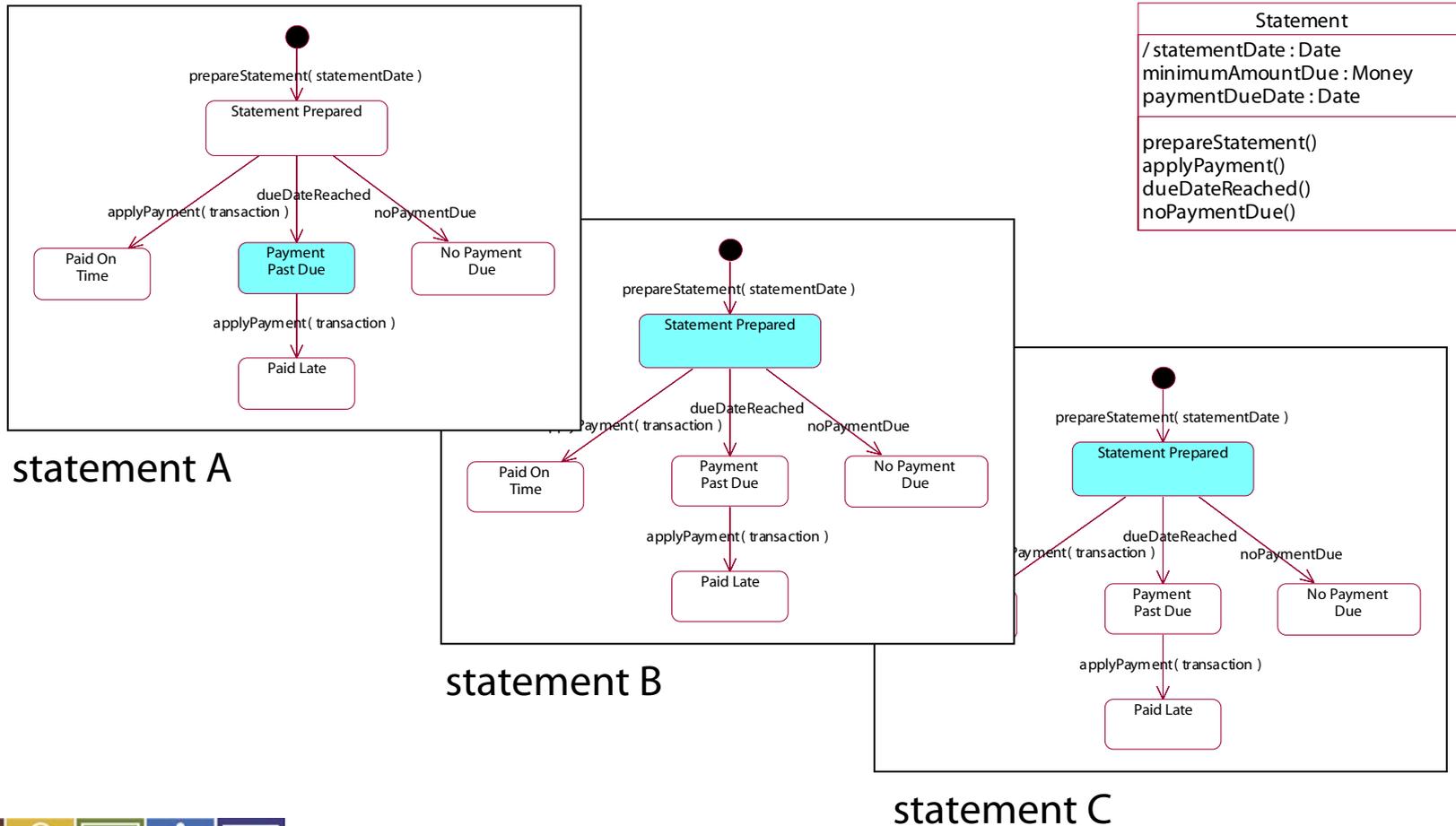
- The model executes in response to signals from:

- the outside,
- timers (delayed events)
- other instances as they execute

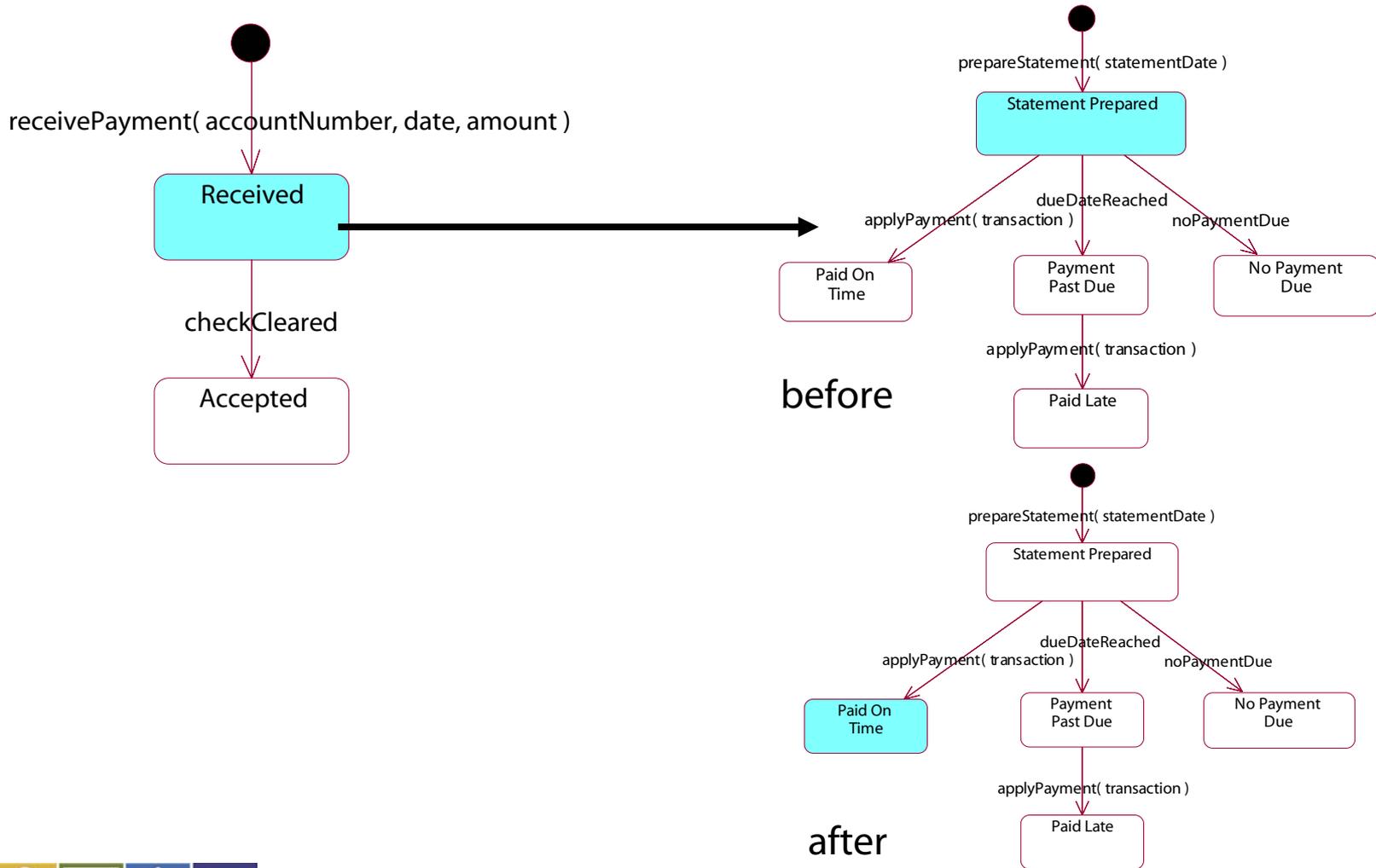


Concurrent Execution

All instances execute concurrently.

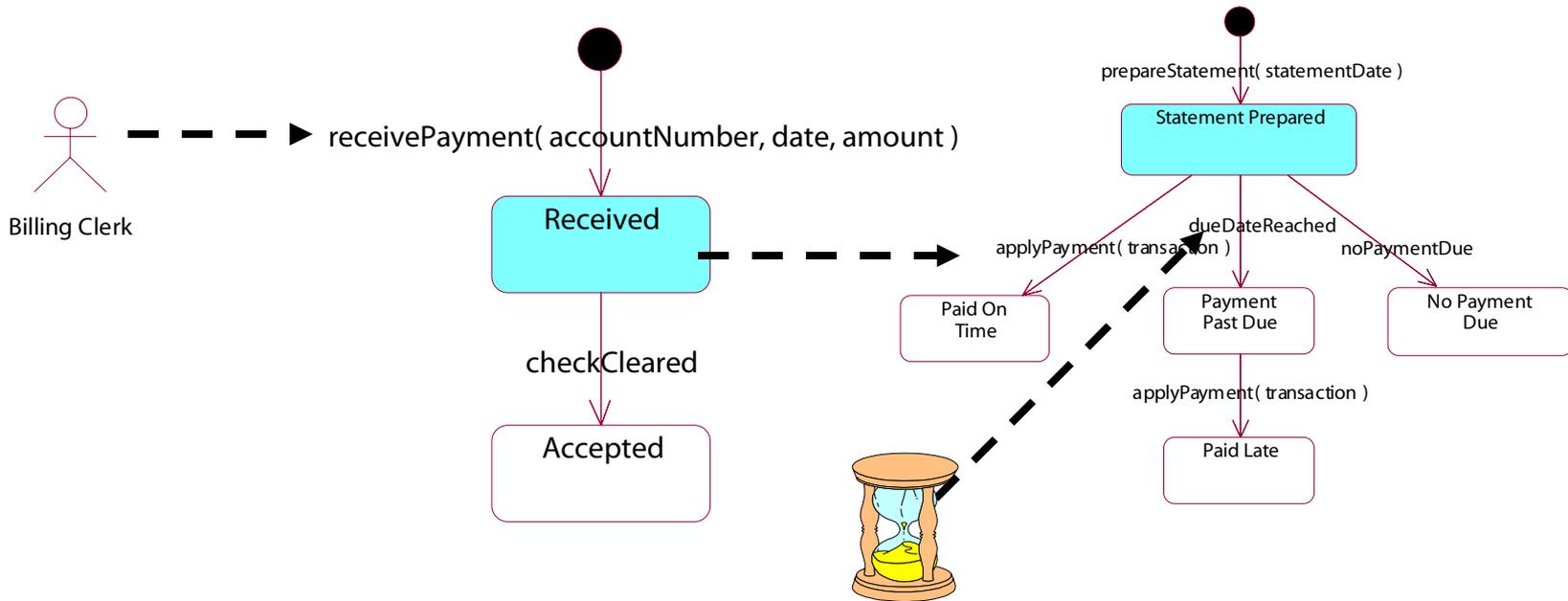


Communication



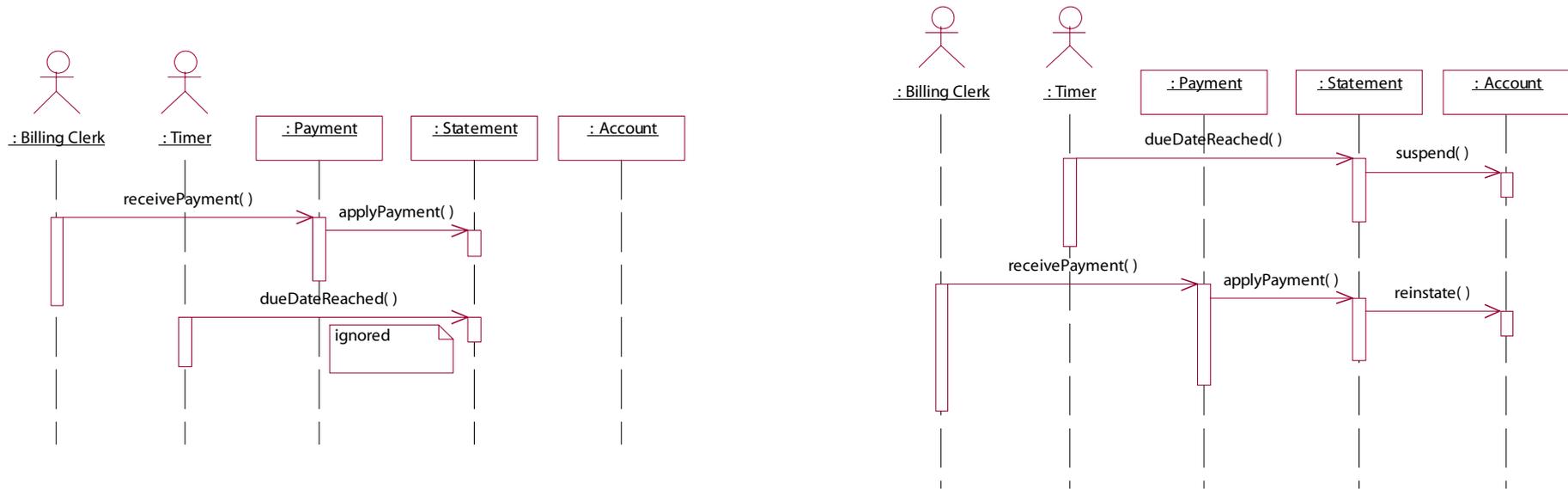
Concurrent Execution

Multiple events may be received.



Concurrent Execution

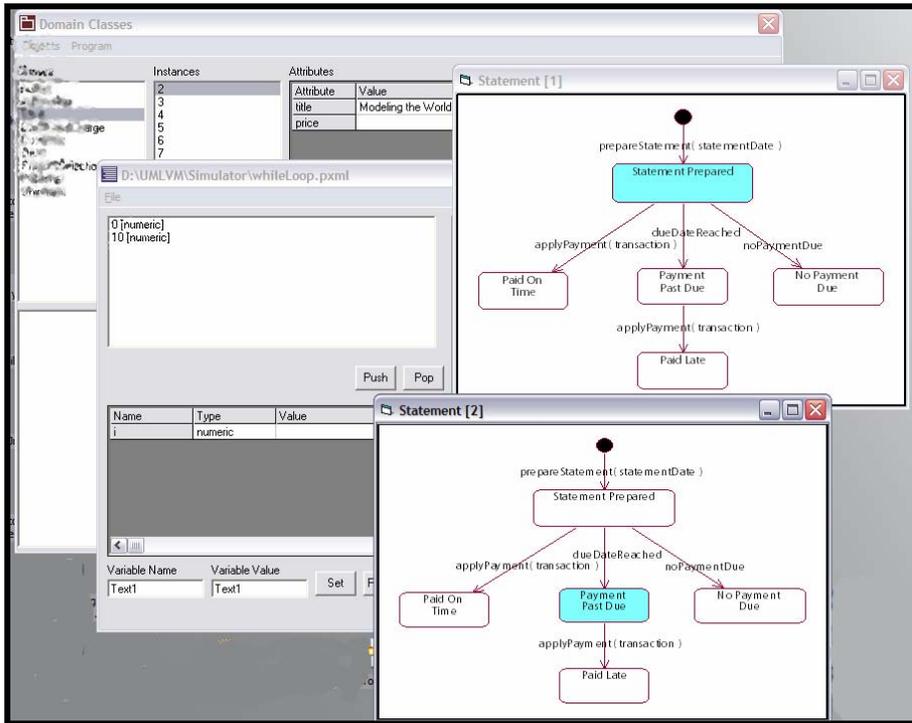
- Concurrent events can produce different outcomes



*Two outcomes if the payment is received
as the due date passes*



Verification



- Test models in the development environment
- Check the models just like code

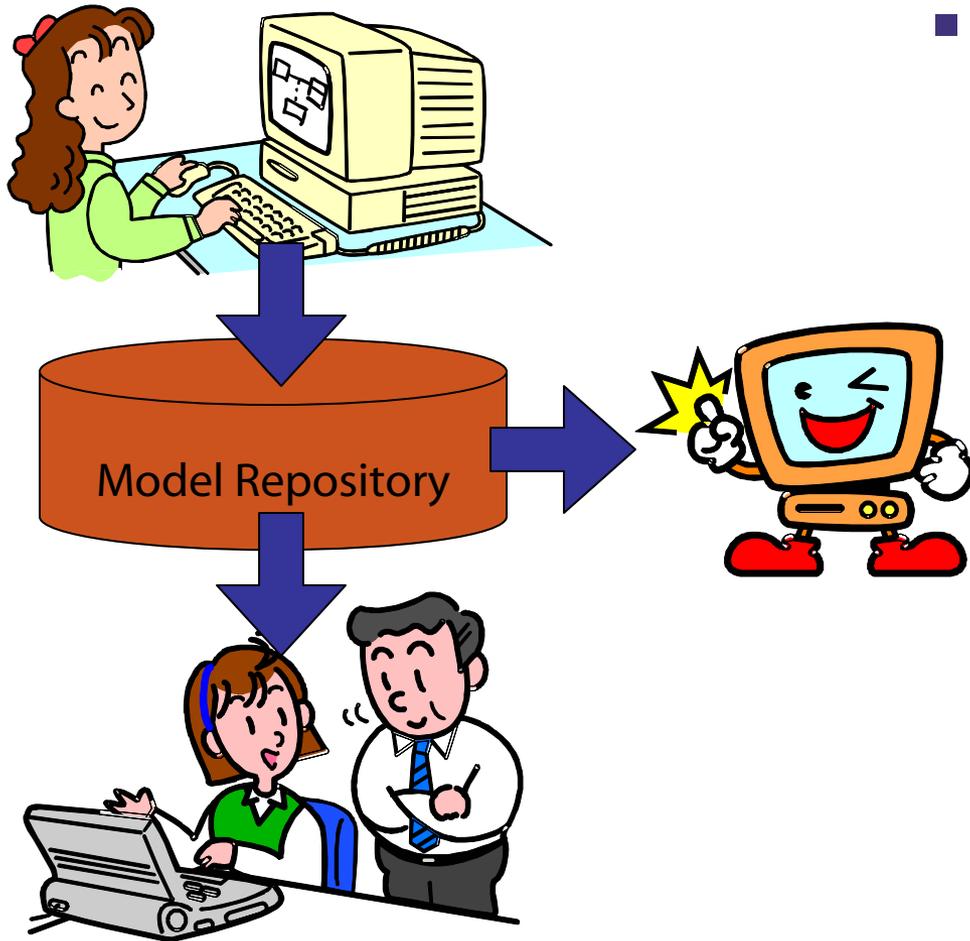


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Model Repository

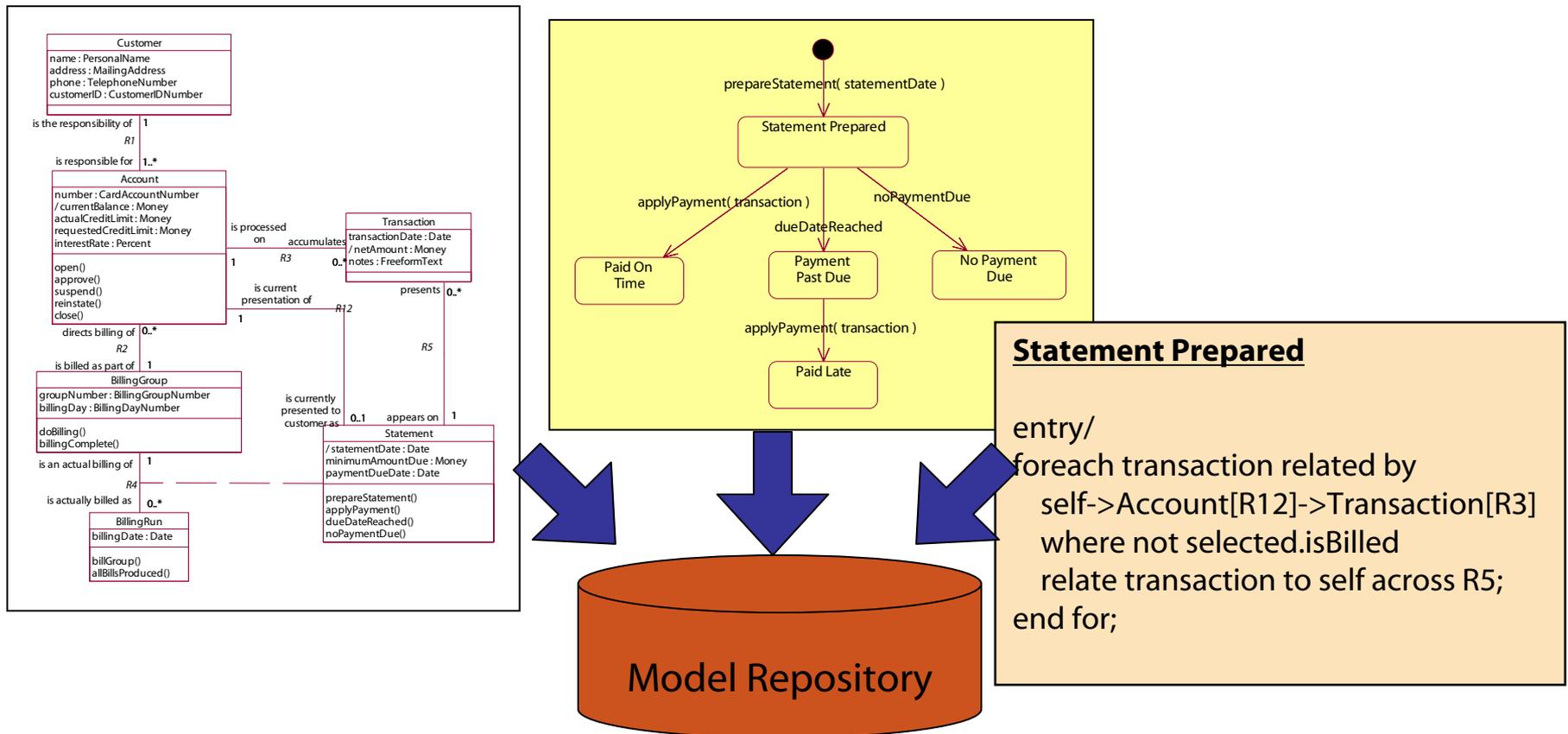


- Compilation requires that the models be available in a metamodel-based model repository



Model Repository

- The repository holds the developers' models.



Metamodel Instances

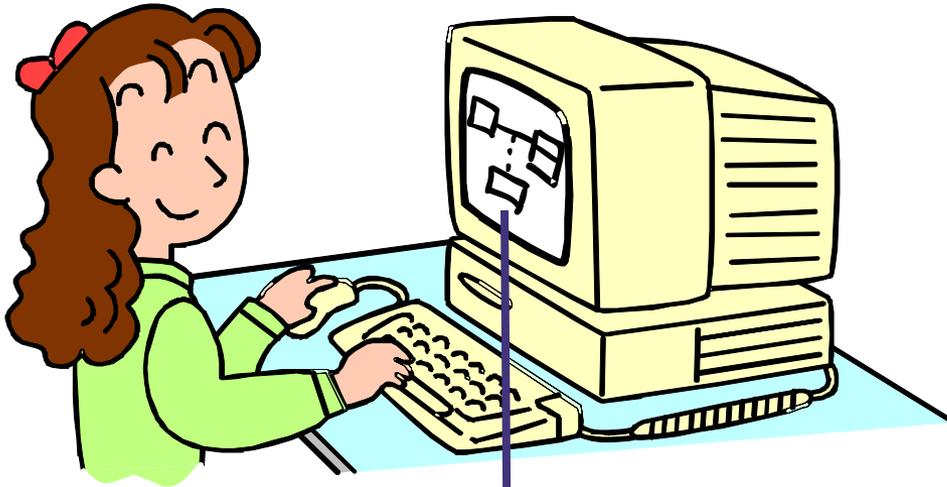
- Just like an application model, the metamodel has instances.

classID	name	description
100	Customer	A Customer is any individual or business...
101	Account	An account represents a customer's financial...
102	BillingGroup	A set of accounts that are all billed periodically...

classID	stateID	stateName
101	1	NewAccount
101	2	In Good Standing
101	3	Suspended
101	4	Closed



Repository Instances



- Modeling tools create instances in the repository

classID	name	description
100	Customer	A Customer is any individual or business...
101	Account	An account represents a customer's financial...
102	BillingGroup	A set of accounts that are all billed periodically...
103	Statement	A statement is a periodic preparation of the ...

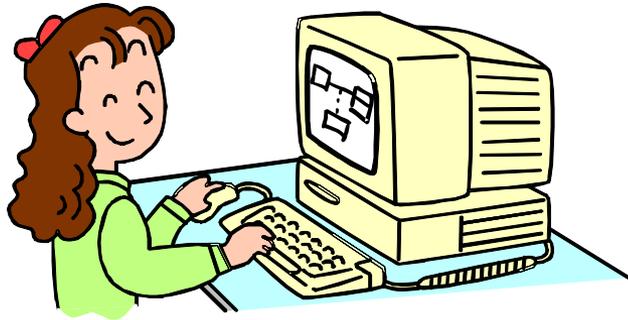


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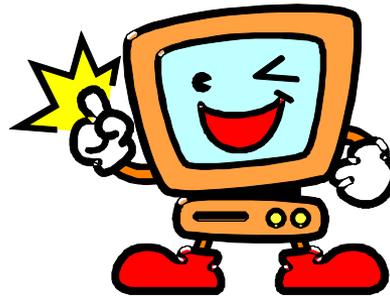
Model Compiler



Analysts create models



Developers program the rules



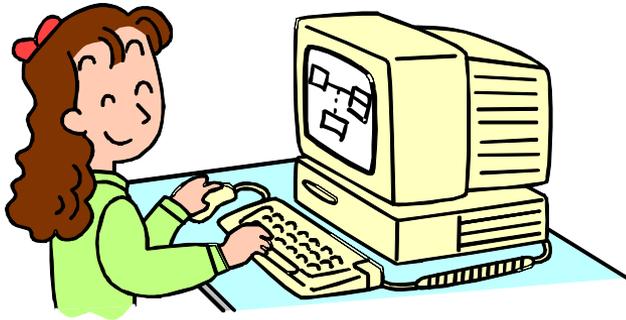
A model compiler is the automated embodiment of how to turn a model into software under a set of rules.



Model Compiler produces a running system



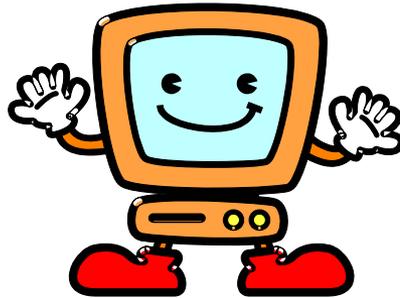
Model Compiler



Analysts create models



Developers program the rules

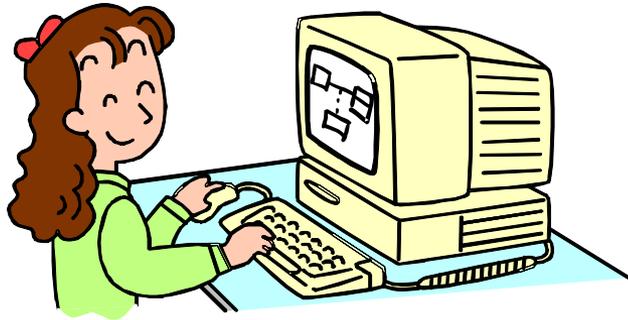


Model Compiler produces a running system

...a program that creates code from models...



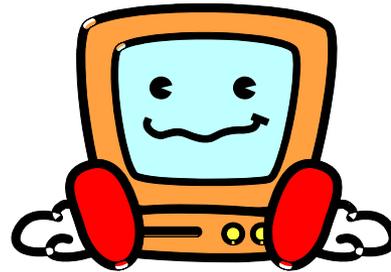
Model Compiler



Analysts create models



Developers program the rules

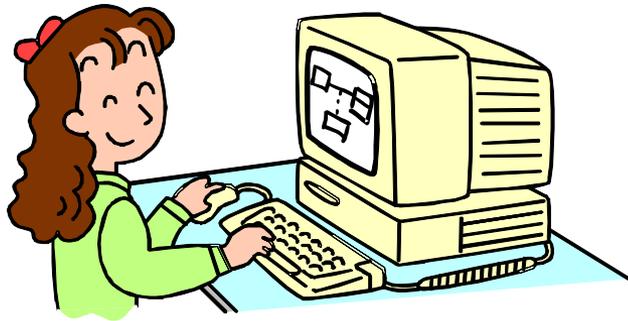


Model Compiler produces a running system

...something that makes models executable...



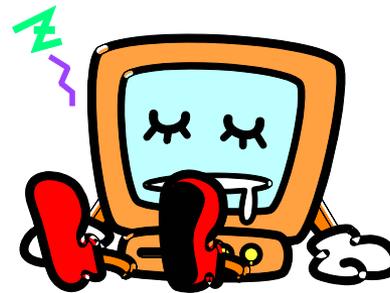
Model Compiler



Analysts create models



Developers program the rules



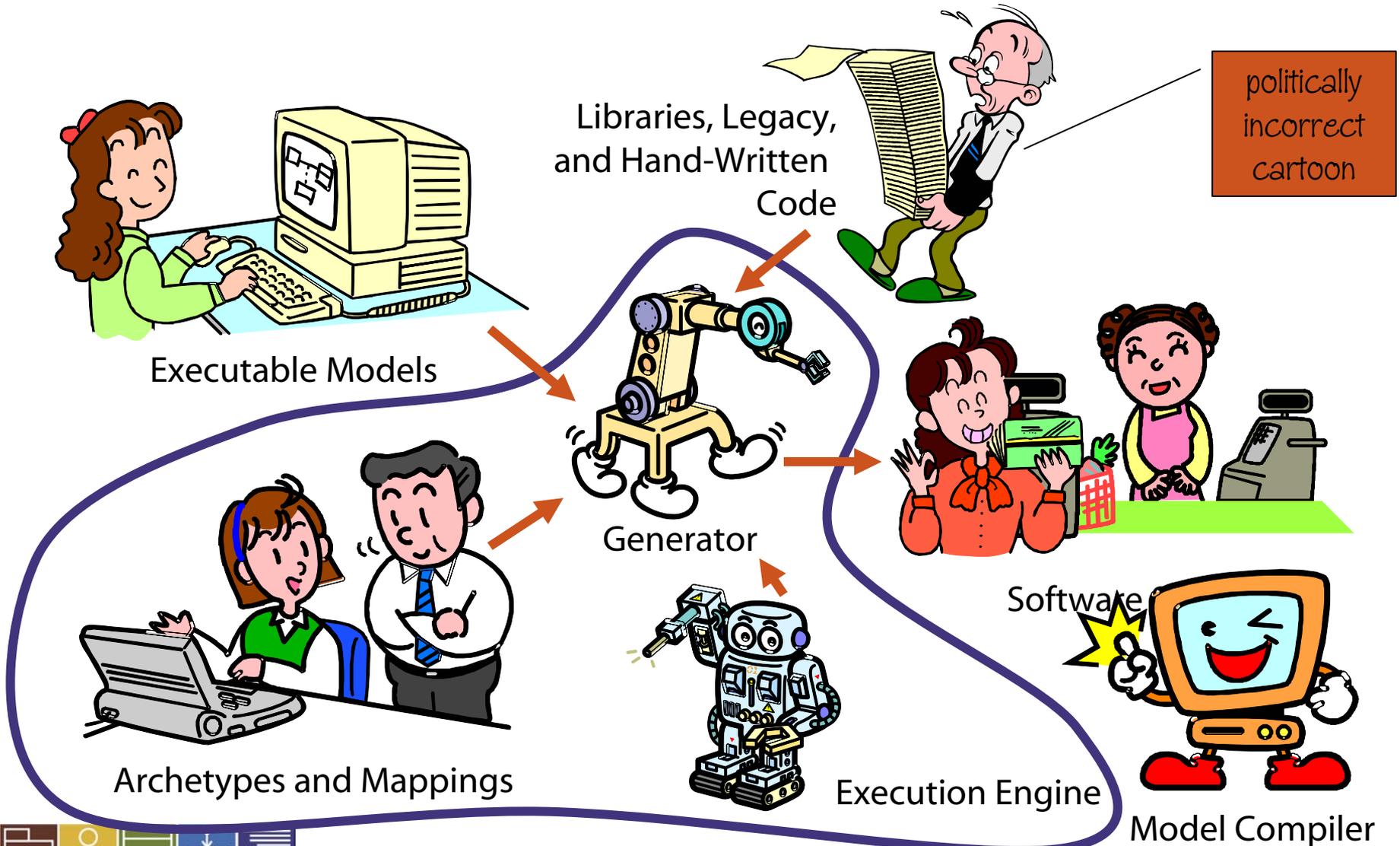
...it's a model compiler.



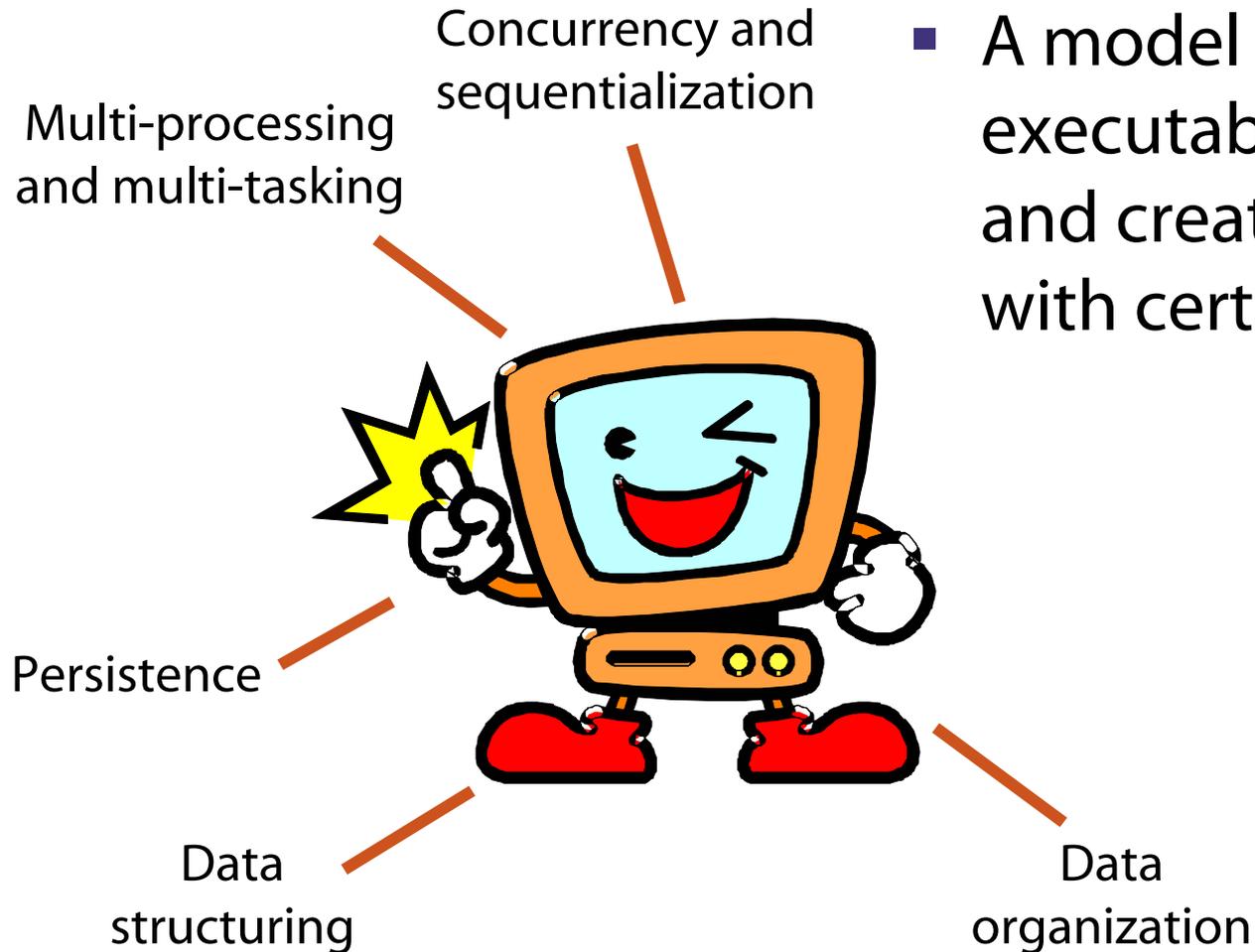
Model Compiler produces a running system



The Big Picture



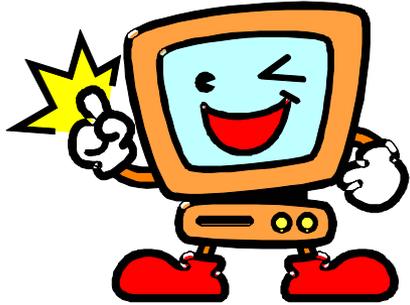
Model Compiler



- A model compiler reads executable UML models and creates a system with certain dimensions

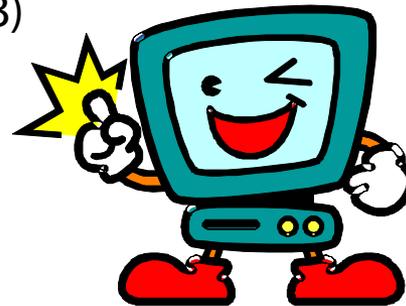


Examples



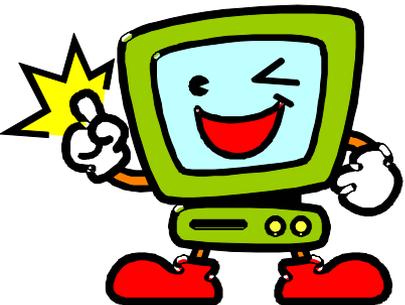
Financial system

- Highly distributed
- Concurrent
- Transaction-safe with rollback
- Persistence with rollback
- J2EE (Java + EJB)



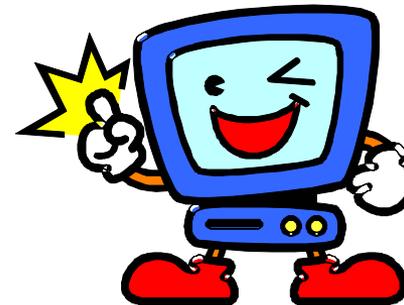
Embedded system

- Single task
- No operating system
- Optimized data access and storage
- C



Telecommunication system

- Highly distributed
- Asynchronous
- Limited persistence capability
- C++



Simulation system

- Mostly synchronous
- Few tasks
- Special-purpose language "Import"

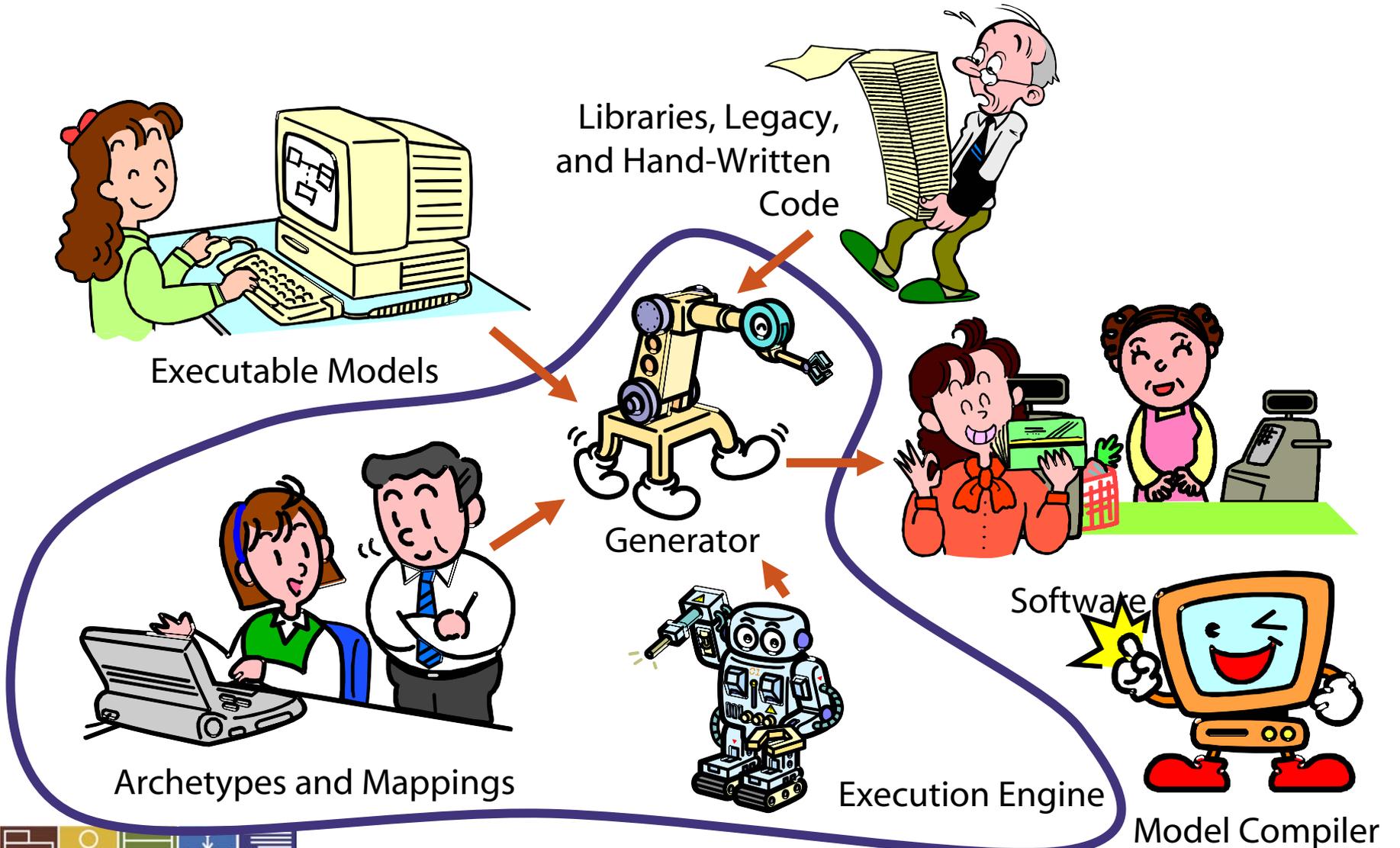


Table of contents

- What's the problem?
- UML models
- Executable UML elements
- Executable UML behavior
- The repository
- Model compiler concepts
- How model compilers work
- MDA



The Big Picture



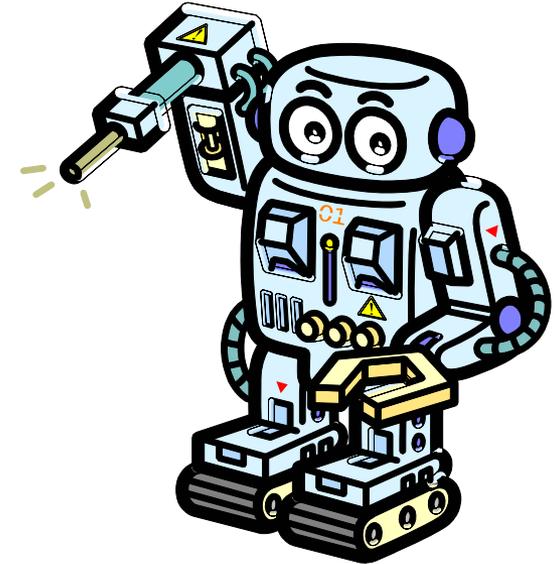
Model Compiler

```
.Function Class
Class ${Class.name} :
  public ActiveInstance {
  private:
  .invoke PrivateDataMember( Class )
};

.Function PrivateDataMember
.param Class Class
.select many PDM from instances
  of Attribute related to Class
.for each PrivateDataMember
  ${PDM.Type} ${PDM.Name};
.endfor
```

Archetypes

Translation rules interpreted by a generator against the repository



Execution Engine

A limited set of reusable components sufficient to execute Executable UML

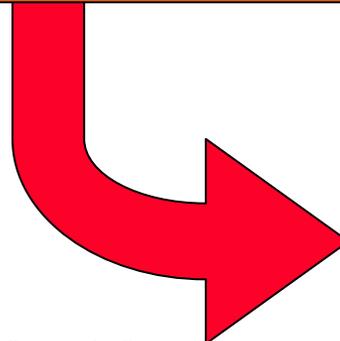
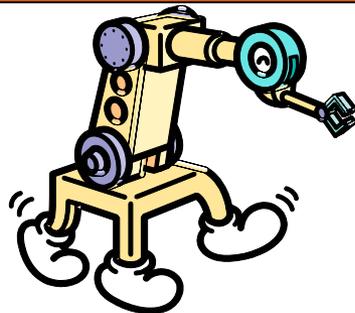


Archetypes

Archetypes traverse the repository
and...

classID	name	description
100	Customer	A Customer is any individual or business...
101	Account	An account r
102	BillingGroup	A set of acco

classID	stateID	stateName
101	1	NewAccount
101	2	In Good Standing
101	3	Suspended
101	4	Closed



... output text.



Archetypes

- Archetypes direct the generation of text.

Placeholder introduced by \${...}

```
.Function Class  
Class ${Class.name} :  
public ActiveInstance {  
private:  
.invoke PrivateDataMember( Class )  
  
};
```

text
(which happens
to be C++)

```
.Function PrivateDataMember  
.param Class Class  
.select many PDM from instances  
of Attribute related to Class  
.for each PrivateDataMember  
${PDM.Type} ${PDM.Name};  
.endfor
```



Example

- The archetype language produces text.

```
.select many stateS related to instances of  
class->[R13]StateChart ->[R14]State  
where (isFinal == False)
```

```
public:
```

```
enum states_e
```

```
{ NO_STATE = 0 ,
```

```
.for each state in stateS
```

```
.if ( not last stateS )
```

```
  _${state.Name} ,
```

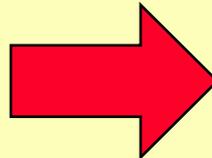
```
.else
```

```
  NUM_STATES = _${state.Name}
```

```
.endif
```

```
.endfor
```

```
};
```



```
public:
```

```
enum states_e
```

```
{ NO_STATE = 0 ,
```

```
  NewAccount ,
```

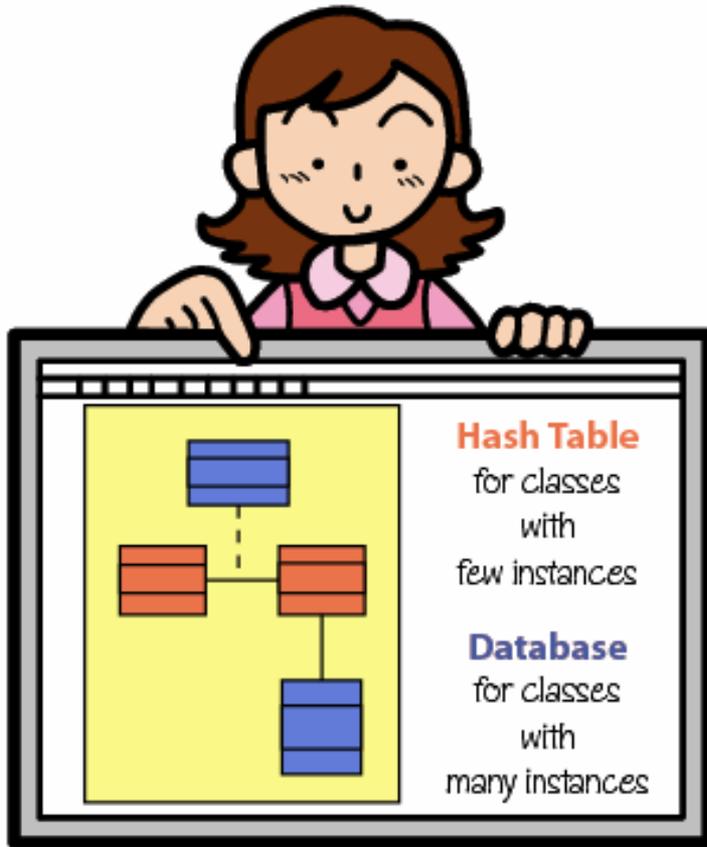
```
  InGoodStanding ,
```

```
  Suspended ,
```

```
  NUM_STATES = Closed
```

```
};
```

Mappings



- Design-time assignment of different archetypes to distinct elements in the model
- Separate from the model and the archetypes
- “Uniformity \neq Rigidity”

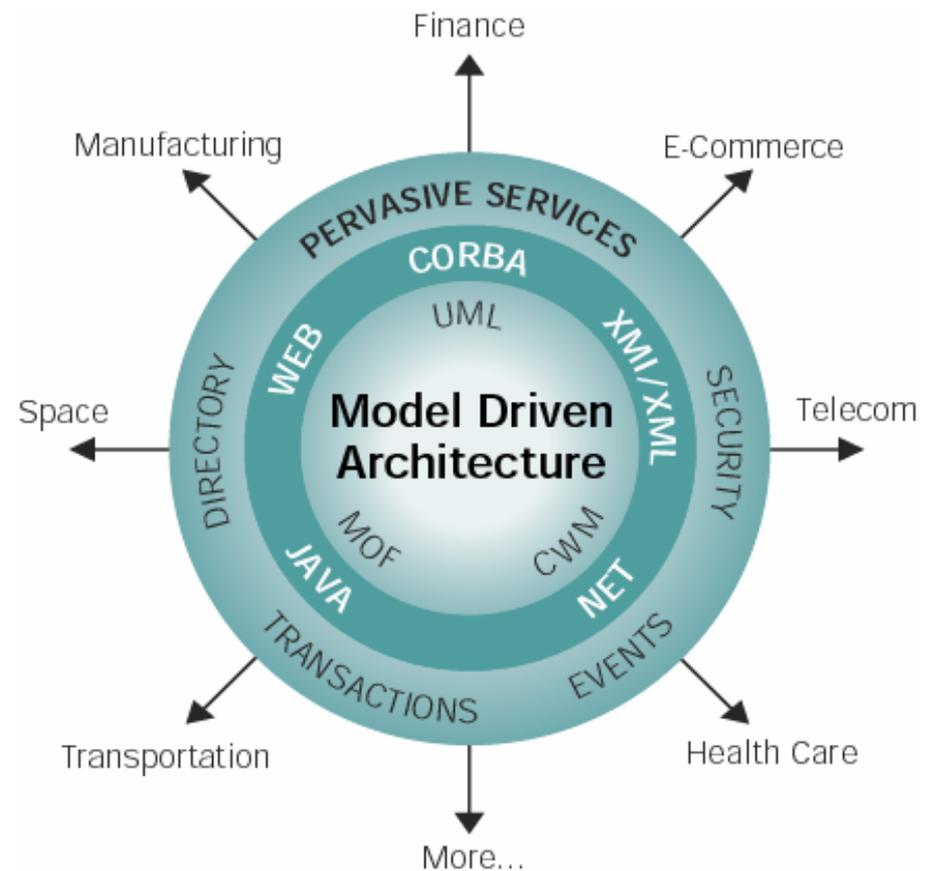
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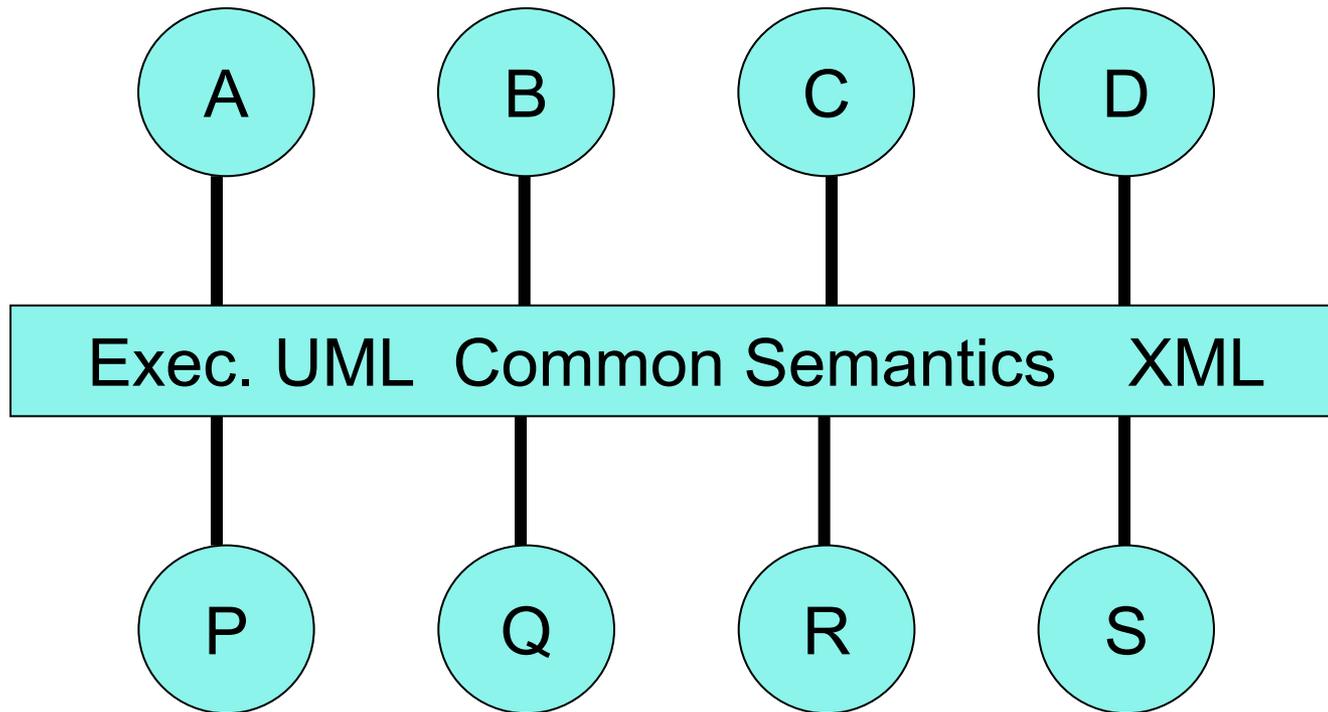
Model Driven Architecture

- A standard for software development using formal, executable and compilable system specifications
- Standards should be based on executable UML including the Action Semantics.
- Interchange can be managed using XML



Executable UML

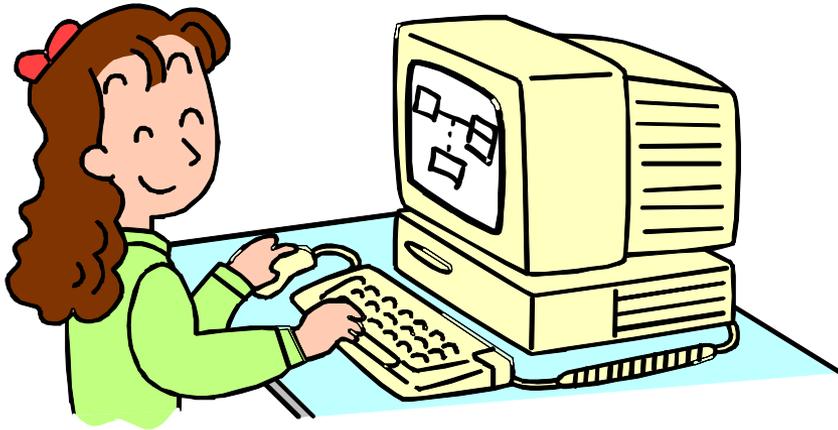
- Entry tools: BridgePoint®, Rose®, others
- Verification tools: T-Vec®, S/R®, COSPAN®



Model Compilers turn Executable UML models into systems.



Building a Market



- Design time composability
 - protects IP

The models are a valuable corporate resource that are true business models—they describe the business, not the software.



Building a Market



Just because we move to a new software platform doesn't mean that we need to recreate the rules of the bank.

- Design time composability
 - protects IP
 - allows IP to be mapped to multiple implementations



Building a Market



- Design time composability
 - protects IP
 - allows IP to be mapped to multiple implementations
 - enables a market in IP in software

We can sell "Billing" models that can run on many platforms and support many different businesses.



The Future

- Executable UML enables a market in model compilers.
- Application experts build models....
 -select the appropriate model compiler, and...
 -compile the model.
- Each model compiler targets a specific software platform.



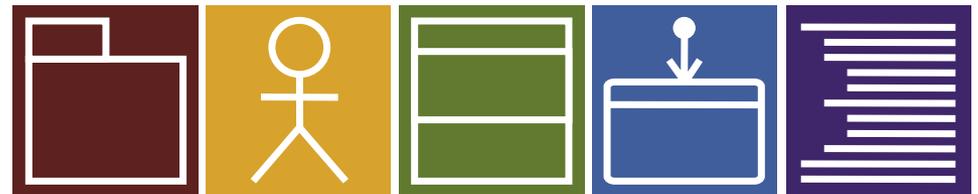
Conclusion

- Executable UML, using archetypes to direct the generation, enables:
 - early error detection through verification
 - reuse of the execution engine
 - faster performance tuning
 - faster integration
 - faster, cheaper retargeting



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