Behavioral Modeling

Gunnar Övergaard, Bran Selic, Conrad Bock and Morgan Björkander

UML Revision Task Force

Overview

- Tutorial series
- UML Quick Tour
- Behavioral Modeling
  - Part 1: Interactions and Collaborations
    - Gunnar Övergaard, Jaczone AB
  - Part 2: Statecharts
    - Bran Selic, Rational Software
    - Morgan Björkander, Telelogic
  - Part 3: Activity Graphs
    - Conrad Bock, Kabira Technologies
Tutorial Series

- Lecture 1: Introduction to UML: Structural and Use Case Modeling
- Lecture 2: Behavioral Modeling with UML
- Lecture 3: Advanced Modeling with UML

[Note: This version of the tutorial series is based on *OMG UML Specification* v. 1.4, UML Revision Task Force recommended final draft, OMG doc# ad/01-02-13.]
Tutorial Goals

- What you will learn:
  - what the UML is and what is it not
  - UML’s basic constructs, rules and diagram techniques
  - how the UML can model large, complex systems
  - how the UML can specify systems in an implementation-independent manner
  - how UML, XMI and MOF can facilitate metadata integration

- What you will not learn:
  - Object Modeling
  - Development Methods or Processes
  - Metamodeling
Quick Tour

- The UML is a graphical language for specifying, visualizing, constructing, and documenting the artifacts of software systems.
- Added to the list of OMG adopted technologies in November 1997 as UML 1.1.
- Most recent minor revision is UML 1.3, adopted in November 1999.
- Next minor revision will be UML 1.4, planned to be adopted in Q2 2001.
- Next major revision will be UML 2.0, planned to be completed in 2002.
UML Goals

- Define an easy-to-learn but semantically rich visual modeling language
- Unify the Booch, OMT, and Objectory modeling languages
- Include ideas from other modeling languages
- Incorporate industry best practices
- Address contemporary software development issues
  - scale, distribution, concurrency, executability, etc.
- Provide flexibility for applying different processes
- Enable model interchange and define repository interfaces
OMG UML Evolution

- **Q3 1999**
  - UML 1.3

- **Q2 1998**
  - UML 1.2

- **Q3 2000**
  - UML 1.4

- **2001**
  - (planned major revision)
  - UML 2.0

- **Q3 1997**
  - (OMG Adopted Technology)
  - UML 1.1

- **Other relevant standards TBA**

- **ISO Publicly Available Specifications (PAS)**

- **Editorial revision with no significant technical changes.**

- **Unification of major modeling languages, including Booch, OMT and Objectory**
OMG UML 1.3 Specification

- UML Summary
- UML Semantics
- UML Notation Guide
- UML Standard Profiles
  - Software Development Processes
  - Business Modeling
- UML CORBA Facility Interface Definition
- UML XML Metadata Interchange DTD
- Object Constraint Language
Tutorial Focus: the Language

- **language** = syntax + semantics
  - syntax = language elements (e.g. words) are assembled into expressions (e.g. phrases, clauses)
  - semantics = the meanings of the syntactic expressions
- UML Notation Guide – defines UML’s graphic syntax
- UML Semantics – defines UML’s semantics
Unifying Concepts

- classifier-instance dichotomy
  - e.g. an object is an instance of a class OR
  - a class is the classifier of an object

- specification-realization dichotomy
  - e.g. an interface is a specification of a class
  - OR
  - a class is a realization of an interface

- analysis-time vs. design-time vs. run-time
  - modeling phases ("process creep")
  - usage guidelines suggested, not enforced
Language Architecture

- Metamodel architecture
- Package structure
Metamodel Architecture

- **Meta-Metamodel Layer (M3):** Specifies metaclasses for the UML metamodel
- **Metamodel Layer (M2):** Specifies metaclasses for the UML metamodel, such as Class
- **Model Layer (M1):** Specifies classes for the UML user models, such as Passenger, Ticket, TravelAgency
- **User Objects Layer (M0):** User objects that are instances of UML user model classes, such as instances of Passenger, Ticket, TravelAgency

User Objects: 
- Foo
- Bar
- Baz
Package Structure

<<metamodel>>

UML

Behavioral Elements

Model Management

Foundation

dependency

package
Behavioral Modeling with UML

Package Structure

Behavioral Elements

- Collaborations
- Use Cases
- State Machines
- Activity Graphs

Common Behavior

Model Management

Foundation
Behavioral Modeling

- Part 1: Interactions and Collaborations
- Part 2: Statecharts
- Part 3: Activity Diagrams
Interactions

- What are interactions?
- Core concepts
- Diagram tour
- When to model interactions
- Modeling tips
- Example: A Booking System
What are interactions?

- Interaction: a collection of communications between instances, including all ways to affect instances, like operation invocation, as well as creation and destruction of instances.

- The communications are partially ordered (in time).
### Interactions: Core Elements

<table>
<thead>
<tr>
<th>Construct</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instance (object, data value, component instance etc.)</td>
<td>An entity with a unique identity and to which a set of operations can be applied (signals be sent) and which has a state that stores the effects of the operations (the signals).</td>
<td>name attr values</td>
</tr>
<tr>
<td>Action</td>
<td>A specification of an executable statement. A few different kinds of actions are predefined, e.g. CreateAction, CallAction, DestroyAction, and UninterpretedAction.</td>
<td>textual</td>
</tr>
</tbody>
</table>
### Interaction: Core Elements (cont’d)

<table>
<thead>
<tr>
<th>Construct</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Stimulus</strong></td>
<td>A communication between two instances.</td>
<td>![arrow]</td>
</tr>
<tr>
<td><strong>Operation</strong></td>
<td>A declaration of a service that can be requested from an instance to effect behavior.</td>
<td>textual</td>
</tr>
<tr>
<td><strong>Signal</strong></td>
<td>A specification of an asynchronous stimulus communicated between instances.</td>
<td>![signal] Name parameters</td>
</tr>
</tbody>
</table>
## Interaction: Core Relationships

<table>
<thead>
<tr>
<th>Construct</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>Link</td>
<td>A connection between instances.</td>
<td></td>
</tr>
<tr>
<td>Attribute Link</td>
<td>A named slot in an instance, which holds the value of an attribute.</td>
<td>textual</td>
</tr>
</tbody>
</table>
Example: Instance

```
triangle : Polygon

center : Point = (2,2)
vertices : Point* = ((0,0), (4, 0), (2,4))
borderColor : Color = black
fillColor : Color = white
```

- **underlined name**
- **attribute links**
Example: Instances and Links

Joe : Person

Jill : Person

: Family

husband

wife
Operation and Method

Triangle

+ move (in dist : Point)
  + scale (in factor : Real)

\[
\text{foreach } v \text{ in } \text{vertices } \text{ do}
\]
\[
v.x := v.x + \text{dist.x;}
\]
\[
v.y := v.y + \text{dist.y}
\]

\[
\text{foreach } v \text{ in } \text{vertices } \text{ do}
\]
\[
v.x := \text{factor} \times v.x;
\]
\[
v.y := \text{factor} \times v.y
\]
Interaction Diagram Tour

- Show interactions between instances in the model
  - graph of instances (possibly including links) and stimuli
  - existing instances
  - creation and deletion of instances

- Kinds
  - sequence diagram (temporal focus)
  - collaboration diagram (structural focus)
Interaction Diagrams

Sequence Diagram

Collaboration Diagram

1.1: a
1.2: c
1.1.1: b

Behavioral Modeling with UML
Behavioral Modeling with UML

Sequence Diagram

- **object symbol**
- **lifeline**
- **activation**
- **stimulus**
- **return**
- **create**
- **delete**

- **name**: Class
- **other**: Class

- **class**: create
- **return**: new


3.7.4: move (5, 7)

A3, B4 / C3.1: res := getLocation (fig)

3.7 *[1..5]: move (5, 7)

3.7 [ z > 0 ]: move (5, 7)
Different Kinds of Arrows

- Procedure call or other kind of nested flow of control
  - UML 1.4: Asynchronous

- Flat flow of control

- Explicit asynchronous flow of control
  - UML 1.4: Variant of async

- Return
Example: Different Arrows

UML 1.4: Asynchronous flow for async flow

UML 1.4: Alternative notation

Nested Flow

teller : Order : Article

getValue price

getName

Flat Flow

caller exchange callee

dlifter receiver
dial tone
dial digit
dial digit
ringing tone
ringing signal

Asynchronous Flow

appl err handl alarm

unknown alarm
Recursion, Condition, etc.

Behavioral Modeling with UML
stimulus

1: displayPositions (window)

1.1 *[i := 1..n]: drawSegment (i)

wire

«local» line

1.1.1a: r0 := position ()

1.1.1b: r1 := position ()

left : Bead

right : Bead

Controller

Wire

Window

Line

redisplay ()

standard stereotype

standard stereotype

standard stereotype

standard stereotype

standard constraint

standard constraint

standard constraint
When to Model Interactions

- To specify how the instances are to interact with each other.
- To identify the interfaces of the classifiers.
- To distribute the requirements.
Interaction Modeling Tips

- Set the context for the interaction.
- Include only those features of the instances that are relevant.
- Express the flow from left to right and from top to bottom.
- Put active instances to the left/top and passive ones to the right/bottom.
- Use sequence diagrams to show the explicit ordering between the stimuli when modeling real-time.
- Use collaboration diagrams when structure is important to concentrate on the effects on the instances.
Example: A Booking System
Use Case Description: Change Flt Itinerary

- **Actors:** traveler, client account db, airline reservation system

- **Preconditions:** Traveler has logged in

- **Basic course:**
  - Traveler selects ‘change flight itinerary’ option
  - System retrieves traveler’s account and flight itinerary from client account database
  - System asks traveler to select itinerary segment she wants to change; traveler selects itinerary segment.
  - System asks traveler for new departure and destination information; traveler provides information.
  - If flights are available then …
  - …
  - System displays transaction summary.

- **Alternative course:**
  - If no flights are available then…
Sequence Diagram: Change Flight Itinerary

- Traveler
  - change flight itinerary
  - present itinerary
  - select segment
  - present detailed info
  - update information

- Booking System
  - get customer account
  - get itinerary

- Client Account DBMS
  - available flight

- Airline Reservation System
  - :

Behavioral Modeling with UML
Collaboration Diagram: Change Flt Itinerary

1: change flight itinerary
5: select segment
7: update information

: Booking System

2: get customer account
3: get itinerary

8: available flight

Airline Reservation System

Traveler

Client Account DBMS
Collaboration

- What is a collaboration?
- Core concepts
- Diagram tour
- When to model collaborations
- Modeling tips
- Example: A Booking System
What is a collaboration?

- **Collaboration**: a collaboration defines the roles a set of instances play when performing a particular task, like an operation or a use case.

- **Interaction**: an interaction specifies a communication pattern to be performed by instances playing the roles of a collaboration.
Collaborations: Core Elements

<table>
<thead>
<tr>
<th>Construct</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collaboration</td>
<td>A collaboration describes how an operation or a classifier, like a use case, is realized by a set of classifiers and associations used in a specific way. The collaboration defines a set of roles to be played by instances and links, possibly including a collection of interactions.</td>
<td>Name</td>
</tr>
<tr>
<td>Interaction</td>
<td>An interaction describes a communication pattern between instances when they play the roles of the collaboration.</td>
<td></td>
</tr>
</tbody>
</table>
### Collaborations: Core Elements (cont’d)

<table>
<thead>
<tr>
<th>Construct</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collaboration-Instance</td>
<td>A collection of instances which together play the roles declared in a collaboration.</td>
<td><img src="Diagram" alt="Name" /></td>
</tr>
<tr>
<td>Interaction-Instance</td>
<td>A collection of stimuli exchanged between instances playing specific roles according to the communication pattern of an interaction.</td>
<td></td>
</tr>
</tbody>
</table>

All new in UML 1.4
A classifier role is a specific role played by a participant in a collaboration. It specifies a restricted view of a classifier, defined by what is required in the collaboration.

A message specifies one communication between instances. It is a part of the communication pattern given by an interaction.
Collaborations: Core Relationships

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<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Association Role</td>
<td>An association role is a specific usage of an association needed in a collaboration.</td>
<td></td>
</tr>
<tr>
<td>Generalization</td>
<td>A generalization is a taxonomic relationship between a more general element and a more specific element. The more specific element is fully consistent with the more general element.</td>
<td></td>
</tr>
</tbody>
</table>

Behavioral Modeling with UML 43
Classifier-Instance-Role Trichotomy

- An Instance is an entity with behavior and a state, and has a unique identity.
- A Classifier is a description of an Instance.
- A Classifier Role defines a usage (an abstraction) of an Instance.
The attribute values of an Instance corresponds to the attributes of its Classifier.

All attributes required by the ClassifierRole have corresponding attribute values in the Instance.

All operations defined in the Instance’s Classifier can be applied to the Instance.

All operations required by the ClassifierRole are applicable to the Instance.
Different Ways to Name a Role

\[ / \text{ClassifierRoleName} : \text{ClassifierName} \]

\[ \text{A role name is preceded by a ‘/’} \]

Example:

\[ / \text{Parent} : \text{Person} \]

\[ / \text{Parent} \]

\[ : \text{Person} \]

\[ \text{instanceName} / \text{ClassifierRoleName} : \text{ClassifierName} \]

Example:

\[ : \text{Person} \]

\[ \text{Charlie} \]

\[ \text{Charlie} : \text{Person} \]

\[ \text{Charlie} / \text{Parent} \]

\[ \text{Charlie} / \text{Parent} : \text{Person} \]
• An Association Role specifies the required properties of a Link used in a Collaboration.
• The properties of an AssociationEnd may be restricted by a AssociationEndRole.
Example: A School

/ Teacher : Person
  position : Text

/ Student : Person
  program : Text

/ Faculty

1 tutor
student *

1 lecturer
participant *
given course *
taken course *

faculty member *
faculty 1

: Course
The Classes give the complete description while the Roles specify one usage.
A Collaboration and how its roles are mapped onto a collection of Classifiers and Associations.
Constraint that must be fulfilled in each instance of this pattern.

Handler.reading = length (Subject.queue)
Handler.range = \{0..Subject.capacity\}
Generalization Between Collaborations

- All roles defined in the parent are present in the child.
- Some of the parent’s roles may be overridden in the child.
- An overridden role is usually the parent of the new role.
Collaboration Diagram Tour

- Show Classifier Roles and Association Roles, possibly together with extra constraining elements

- Kinds
  - Instance level – Instances and Links
  - Specification level – Roles

- Static Diagrams are used for showing Collaborations explicitly
Collaboration Diagram at Specification Level

UML 1.4: The diagram shows the contents of a Collaboration
Collaboration Diagram at Instance Level

UML 1.4: The diagram shows the contents of a Collaboration Instance
Collaborations including Interactions

UML 1.4: The diagrams show the contents of a CollaborationInstance with an InteractionInstance superposed.
Roles on Sequence Diagrams

UML 1.4: The diagram shows the contents of a Collaboration with an Interaction superposed
Collaboration Diagram with Constraining Elements

/ Generator    : Printer Device

Constraining Element
(A Generalization is not an AssociationRole)

: Laser Printer    : Line Printer
When to Model Collaborations

- Use Collaborations as a tool to find the Classifiers.
- Trace a Use Case / Operation onto Classifiers.
- Map the specification of a Subsystem onto its realization (Tutorial 3).
Collaboration Modeling Tips

- A collaboration should consist of both structure and behavior relevant for the task.
- A role is an abstraction of an instance, it is not a class.
- Look for
  - initiators (external)
  - handlers (active)
  - managed entities (passive)
Example: A Booking System
Use Case Description: Change Flt Itinerary

- **Actors:** traveler, client account db, airline reservation system
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  - If flights are available then …
  - …
  - System displays transaction summary.
- **Alternative course:**
  - If no flights are available then…
Booking System: Change Flt Itinerary Collaboration

1: change flight itinerary
2: create modifier
3: get customer account
4: get customer account
5: create
6: get itinerary
7: get itinerary
8: create
9: display
10: present

: Traveler
/ Flight Itinerary Form
/ Flight Itinerary Modifier
/ Account
/ Itinerary
/ ARS Protocol
/ DBMS Protocol
: Client Account DBMS
: Airline Reservation System

Behavioral Modeling with UML
Instances, Links and Stimuli are used for expressing the dynamics in a model.

Collaboration is a tool for
- identification of classifiers
- specification of the usage of instances
- expressing a mapping between different levels of abstraction

Different kinds of diagrams focus on time or on structure.
Behavioral Modeling

- Part 1: Interactions and Collaborations
- Part 2: Statecharts
- Part 3: Activity Diagrams
Overview

- Basic State Machine Concepts
- Statecharts and Objects
- Advanced Modeling Concepts
- Case Study
- Wrap Up
Automata

- A machine whose output behavior is not only a direct consequence of the current input, but of some past history of its inputs
- Characterized by an internal state which represents this past experience
State Machine (Automaton) Diagram

- Graphical rendering of automata behavior

Diagram:

- Lamp On
- Lamp Off

Transitions:
- On → Lamp On
- Off → Lamp Off
- Lamp On → Off
- Lamp Off → On
As the automaton changes state it can generate outputs:

- **Mealy automaton**
  - Lamp On
  - Lamp Off
  - On/\textit{print(”on”)}

- **Moore automaton**
  - Lamp On
  - Lamp Off
  - On
Extended State Machines

- Addition of variables ("extended state")

![Extended State Machine Diagram]

\[ \text{ctr : Integer} \]

\[ \text{Lamp On} \]

\[ \text{on} \rightarrow \text{on/ctr := ctr + 1} \]

\[ \text{off} \rightarrow \text{Lamp Off} \]

\[ \text{Lamp Off} \]

\[ \text{off} \]
A Bit of Theory

An extended (Mealy) state machine is defined by:

- a set of input signals (input alphabet)
- a set of output signals (output alphabet)
- a set of states
- a set of transitions
  - triggering signal
  - action
- a set of extended state variables
- an initial state designation
- a set of final states (if terminating automaton)
Basic UML Statechart Diagram

- **Initial pseudostate**
- **State**
- **Trigger**
- **Transition**
- **Final state**

Diagram:

- **Top state**: "top" state
- **State**: Ready
- **Trigger**: stop / \( ctr := 0 \)
- **Final state**: Done
- **Action**: stop
What Kind of Behavior?

- In general, state machines are suitable for describing event-driven, discrete behavior
  - inappropriate for modeling continuous behavior

![Diagram showing a waveform over time](image-url)
Event-Driven Behavior

- Event = a type of observable occurrence
  - interactions:
    - synchronous object operation invocation (call event)
    - asynchronous signal reception (signal event)
  - occurrence of time instants (time event)
    - interval expiry
    - calendar/clock time
  - change in value of some entity (change event)
- Event Instance = an instance of an event (type)
  - occurs at a particular time instant and has no duration
The Behavior of What?

- In principle, anything that manifests event-driven behavior
  - NB: there is no support currently in UML for modeling continuous behavior
- In practice:
  - the behavior of individual objects
  - object interactions
- The dynamic semantics of UML state machines are currently mainly specified for the case of active objects
Basic State Machine Concepts
Statecharts and Objects
Advanced Modeling Concepts
Case Study
Wrap Up
Object Behavior - General Model

- Simple server model:

Handling depends on specific request type

```java
void: offHook()
{busy = true;
  obj.reqDialtone();
  ... }
```

Handling depends on specific request type
Direct mapping:

- **Initialize Object**
- **Wait for Event**
- **Handle Event**
- **Terminate Object**

Diagram:

- **Lamp On**
  - on
  - on/print(“on”)
- **Lamp Off**
  - off
  - off

Transition:

- Stop
Object and Threads

**Passive objects**: depend on external power (thread of execution)

**Active objects**: self-powered (own thread of execution)
Passive Objects: Dynamic Semantics

- Encapsulation does not protect the object from concurrency conflicts!
- Explicit synchronization is still required
Active Objects and State Machines

- Objects that encapsulate own thread of execution

![State Machine Diagram]

- **anActiveObject**
  - **created**
  - **start/master.ready()**
  - **poll/master.ack()**
  - **poll/defer**
  - **ready**
  - **stop**

Behavioral Modeling with UML
Active Objects: Dynamic Semantics

**Run-to-completion model:**
- serialized event handling
- eliminates internal concurrency
- minimal context switching overhead
The Run-to-Completion Model

- A high priority event for (another) active object will preempt an active object that is handling a low-priority event.
Basic State Machine Concepts
Statecharts and Objects
Advanced Modeling Concepts
Case Study
Wrap Up
State Entry and Exit Actions

- A dynamic assertion mechanism

```
entry/lamp.on();
exit/lamp.off();
```
Order of Actions: Simple Case

- Exit actions prefix transition actions
- Entry action postfix transition actions

Resulting action sequence:

```c
printf("exiting");
printf("to off");
lamp.off();
```

**LampOn**

- entry/lamp.on();
- exit/printf("exiting");

**LampOff**

- entry/lamp.off();
- exit/printf("exiting");
- off/printf("to off");
- printf("needless");
- lamp.off();
- printf("exiting");
- printf("needless");
- lamp.off();

Behavioral Modeling with UML 87
Internal Transitions

- Self-transitions that bypass entry and exit actions

Internal transition triggered by an “off” event

LampOff

- entry/lamp.off();
- exit/printf(“exiting”);
- off/null;
State ("Do") Activities

- Forks a concurrent thread that executes until:
  - the action completes or
  - the state is exited through an outgoing transition

```
entry/printf("error!");
do/while (true) alarm.ring();
```

"do" activity
Guards

- Conditional execution of transitions
  - guards (Boolean predicates) must be side-effect free

\[
\text{bid } [\text{value } < 100] /\text{reject} \\
\text{bid } [\text{value } \geq 200] /\text{sell} \\
\text{bid } [\text{(value } \geq 100) \& (\text{value } < 200)] /\text{sell}
\]
Static Conditional Branching

- Merely a graphical shortcut for convenient rendering of decision trees

\[(\text{value} \geq 100) \land (\text{value} < 200)\] /sell

\[\text{value} \geq 200\] /sell

\[\text{value} < 100\] /reject

\[\text{value} \geq 100 \land \text{value} < 200\] /sell

Behavioral Modeling with UML
Dynamic Conditional Branching

- Choice pseudostate: guards are evaluated at the instant when the decision point is reached

\[
\begin{align*}
\text{Selling} & \quad \text{Happy} \\
\text{Unhappy} &
\end{align*}
\]

\[
\begin{align*}
bid & \quad /gain := \text{calculatePotentialGain}(value) \\
\text{[gain >= 200]} & \quad /sell \\
\text{[gain < 100]} & \quad /reject \\
\text{[(gain >= 100) \& \ (gain < 200)]} & \quad /sell 
\end{align*}
\]
Hierarchical State Machines

- Graduated attack on complexity
- States decomposed into state machines
“Stub” Notation

- Notational shortcut: no semantic significance

Behavioral Modeling with UML
Group Transitions

- Higher-level transitions

```
LampOff
entry/lamp.off()

LampOn
entry/lamp.on()
```

```
FlashOn
entry/lamp.on()

FlashOff
entry/lamp.off()
```

off/off/

on/on/

1sec/1sec/

flash/

Default transition to the initial pseudostate

Group transition

Behavioral Modeling with UML 95
Completion Transitions

- Triggered by a completion event
  - generated automatically when an immediately nested state machine terminates

![Completion Transition Diagram]

Committing

Phase1

Phase2

CommitDone

completion transition (no trigger)
Triggering Rules

- Two or more transitions may have the same event trigger
  - innermost transition takes precedence
  - event is discarded whether or not it triggers a transition
Deferred Events

- Events can be retained if they do not trigger a transition
Order of Actions: Complex Case

- Same approach as for the simple case

**S1**
- exit/exS1

**S11**
- exit/exS11

**S2**
- entry/enS2

**S21**
- entry/enS21

Actions execution sequence:

exS11 ⇔ exS1 ⇔ actE ⇔ enS2 ⇔ initS2 ⇔ enS21
History

- Return to a previously visited hierarchical state
  - deep and shallow history options

![Behavioral Modeling with UML 100](Image)
Orthogonality

- Multiple simultaneous perspectives on the same entity

- Children
  - Age
    - Child
    - Adult
    - Retiree

- Financial Status
  - Financial Status
    - Poor
    - Rich
Orthogonal Regions

- Combine multiple simultaneous descriptions
Orthogonal Regions - Semantics

- All mutually orthogonal regions detect the same events and respond to them “simultaneously”
  - usually reduces to interleaving of some kind
Interactions Between Regions

- Typically through shared variables or awareness of other regions’ state changes

```plaintext
sane : Boolean
flying : Boolean

Crazy
entry/sane := false;

Sane
entry/sane := true;

Flying
entry/flying := true;

Grounded
entry/flying := false;
```
Transition Forks and Joins

- For transitions into/out of orthogonal regions:
Common Misuse of Orthogonality

- Using regions to model independent objects
Basic State Machine Concepts
Statecharts and Objects
Advanced Modeling Concepts
Case Study
Wrap Up
Case Study: Protocol Handler

- A multi-line packet switch that uses the alternating-bit protocol as its link protocol

![Diagram of the Protocol Handler system]
Alternating Bit Protocol (1)

- A simple one-way point-to-point packet protocol

![Diagram of Alternating Bit Protocol]

Behavioral Modeling with UML
Alternating Bit Protocol (2)

- State machine specification

Sender SM

- AcceptPktA
- WaitAckA
- AcceptPktB

Receiver SM

- RcvdPktA
- WaitPktB
- WaitPktA
- RcvdPktB

Transitions:
- data/^pktA
- ackB/^ack
- timeout/^pktB
- timeout/^pktA
- ackA/^ack
- data/^pktB
- timeout/^ackB
- timeout/^ackA
Additional Considerations

Support (control) infrastructure
Control

The set of (additional) mechanisms and actions required to bring a system into the desired operational state and to maintain it in that state in the face of various planned and unplanned disruptions

For software systems this includes:
- system/component start-up and shut-down
- failure detection/reporting/recovery
- system administration, maintenance, and provisioning
- (on-line) software upgrade
Retrofitting Control Behavior

Behavioral Modeling with UML
In isolation, the same control behavior appears much simpler.
Exploiting Inheritance

- Abstract control classes can capture the common control behavior

```
AbstractController

Sender  Receiver  ...
```
Exploiting Hierarchical States

JustCreated
GettingData
Hardware Audit
ReadyToGo

Analysing Failure
Failed

AbstractController
Sender

Operational Operational
Basic State Machine Concepts
Statecharts and Objects
Advanced Modeling Concepts
Case Study
Wrap Up
Wrap Up: Statecharts

- UML uses an object-oriented variant of Harel’s statecharts
  - adjusted to software modeling needs
- Used to model event-driven (reactive) behavior
  - well-suited to the server model inherent in the object paradigm
- Primary use for modeling the behavior of active event-driven objects
  - systems modeled as networks of collaborating state machines
  - run-to-completion paradigm significantly simplifies concurrency management
Wrap Up: Statecharts (cont’d)

- Includes a number of sophisticated features that realize common state-machine usage patterns:
  - entry/exit actions
  - state activities
  - dynamic and static conditional branching
- Also, provides hierarchical modeling for dealing with very complex systems
  - hierarchical states
  - hierarchical transitions
  - orthogonality
Behavioral Modeling

- Part 1: Interactions and Collaborations
- Part 2: Statecharts
- Part 3: Activity Diagrams
Activity Diagram Applications

- Intended for applications that need control flow or object/data flow models …
- … rather than event-driven models like state machines.
- For example: business process modeling and workflow.
- The difference in the three models is how step in a process is initiated, especially with respect to how the step gets its inputs.
Control Flow

- Each step is taken when the previous one finishes …
- …regardless of whether inputs are available, accurate, or complete ("pull").
- Emphasis is on order in which steps are taken.

Not UML Notation!
Object/Data Flow

- Each step is taken when all the required input objects/data are available …
- … and only when all the inputs are available (“push”).
- Emphasis is on objects flowing between steps.
State Machine

- Each step is taken when events are detected by the machine ...
- ... using inputs given by the event.
- Emphasis is on reacting to environment.

Not UML Notation

Behavioral Modeling with UML
Currently activity graphs are modeled as a kind of state machine.

Modeler doesn't normally need to be aware of this sleight-of-hand ...

... but will notice that "state" is used in the element names.

Activity graphs will become independent of state machines in UML 2.0.
Kinds of Steps in Activity Diagrams

- Action (State)
- Subactivity (State)

Just like their state machine counterparts (simple state and submachine state) except that ...

- ... transitions coming out of them are taken when the step is finished, rather than being triggered by an external event, ...
- ... and they support dynamic concurrency.
An action is used for anything that does not directly start another activity graph, like invoking an operation on an object, or running a user-specified action.

However, an action can invoke an operation that has another activity graph as a method (possible polymorphism).
A subactivity (state) starts another activity graph without using an operation.

Used for functional decomposition, non-polymorphic applications, like many workflow systems.

The invoked activity graph can be used by many subactivity states.
Example

POEmployee.sortMail

Deliver Mail

POEmployee

sortMail()

Deliver Mail

Check Out Truck

Put Mail In Boxes
Application is completely OO when all action states invoke operations.

All activity graphs are methods for operations.
Dynamic concurrency

- Applies to actions and subactivities.
- Not inherited from state machines.
- Invokes an action or subactivity any number of times in parallel, as determined by an expression evaluated at runtime. Expression also determines arguments.
- Upper right-hand corner shows a multiplicity restricting the number of parallel invocations.
- Outgoing transition triggered when all invocations are done.
- Currently no standard notation for concurrency expression or how arguments are accessed by actions. Attach a note as workaround for expression. Issue for UML 2.0.
Object Flow (State)

- A special sort of step (state) that represents the availability of a particular kind of object, perhaps in a particular state.
- No action or subactivity is invoked and control passes immediately to the next step (state).
- Places constraints on input and output parameters of steps before and after it.
Object Flow (State)

- Take Order must have an output parameter giving an order, or one of its subtypes.
- Fill Order must have an input parameter taking an order, or one of its supertypes.
- Dashed lines used with object flow have the same semantics as any other state transition.
Coordinating Steps

- Inherited from state machines
- Initial state
- Final state
- Fork and join
Coordinating Steps

- Decision point and merge (◇) are inherited from state machines.
- For modeling conventional flow chart decisions.

Calculate Cost

[cost < $50]

[Get Authorization]

[cost >= $50]

Charge Account
Coordinating Steps

- Synch state (○) is inherited from state machines but used mostly in activity graphs.
- Provides communication capability between parallel processes.

State machine notation

- Install Foundation
- Build Frame
- Put On Roof
- Install Walls
- Install Electricity in Foundation
- Install Electricity In Frame
- Install Electricity Outside
- Inspect
Convenience Features (Synch State)

- Forks and joins do not require composite states.
- Synch states may be omitted for the common case (unlimited bound and one incoming and outgoing transition).
Convenience Features (Synch State)

- Object flow states can be synch states
Convenience Features

- Fork transitions can have guards.

Instead of doing this:
Convenience Features

- Partitions are a grouping mechanism.
- Swimlanes are the notation for partitions.
- They do not provide domain-specific semantics.
- Tools can generate swimlane presentation from domain-specific information without partitions.

<table>
<thead>
<tr>
<th>Management</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>[ priority = 1]</td>
</tr>
<tr>
<td></td>
<td>Evaluate Impact</td>
</tr>
<tr>
<td></td>
<td>Revise Plan</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Support</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Register Bug</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Release Fix</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Engineering</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Fix Bug</td>
<td></td>
</tr>
<tr>
<td>Test Fix</td>
<td></td>
</tr>
</tbody>
</table>
Convenience Features

- Signal send icon
  ![Signal send icon]
  ... translates to a transition with a send action.

- Signal receipt icon
  ![Signal receipt icon]
  ... translates to a wait state (a state with no action and a signal trigger event).
Case Study

Adapted from Kobryn, "UML 2001" Communications of the ACM October 1999

Behavioral Modeling with UML

Submit Team

Task Force

Revision Task Force

**Issue RFP**

Evaluate initial submissions

Submit specification draft

Collaborate with competitive submitters

Develop technology specification

**Begin**

**RFP [issued]**

**Specification [initial proposal]**

**Finalize specification**

**Specification [final proposal]**

Control flow

Action state

Conditional fork

Join of control

Fork of control

Object flow

Input value

Adapted from Kobryn, "UML 2001" Communications of the ACM October 1999
Evaluate initial submissions

Finalize specification

Evaluate final submissions

Vote to recommend

Specification [final proposal]

[YES]

[NO]

Collaborate with competitive submitters

Implement specification

Enhance specification

Revise specification

Recommend revision

Specification [adopted]

Specification [revised]

[else]

[Enhanced]

Behavioral Modeling with UML

Adapted from Kobryn, "UML 2001", Communications of the ACM, October 1999
When to Use Activity Diagrams

- Use activity diagrams when the behavior you are modeling ...
  - does not depend much on external events.
  - mostly has steps that run to completion, rather than being interrupted by events.
  - requires object/data flow between steps.
  - is being constructed at a stage when you are more concerned with which activities happen, rather than which objects are responsible for them (except partitions possibly).
Activity Diagram Modeling Tips

- Control flow and object flow are not separate. Both are modeled with state transitions.
- Dashed object flow lines are also control flow.
- You can mix state machine and control/object flow constructs on the same diagram (though you probably do not want to).
Activity Diagram Modeling Tips

From UML User Guide:

Customer

- Request Return
- Ship Item
  - Item [returned]

Telesales

- Get Return Number

Accounting

- Credit Account
  - Item [available]
  - Restock Item
- Receive Item

Warehouse

Behavioral Modeling with UML 146
Activity Modeling Tips

Customer

- Request Return
  - Get Return Number
  - Ship Item
    - Item [returned]

Telesales

- Receive Item

Accounting

- Restock Item
  - Credit Account
    - Item [available]

Warehouse
Activity Diagram Modeling Tips

- Activity diagrams inherit from state machines the requirement for well-structured nesting of composite states.

- This means you should either model as if composite states were there by matching all forks/decisions with a correspond join/merges …

- … or check that the diagram can be translated to one that is well-nested.

- This insures that diagram is executable under state machine semantics.
Activity Diagram Modeling Tips

Well-nested:
Activity Diagram Modeling Tips

Not well-nested:

Apply structured coding principles. (Be careful with goto’s!)
Activity Diagram Modeling Tips

Can be translated to well-nested diagram on earlier slide:
Wrap Up: Activity Diagrams

- Use Activity Diagrams for applications that are primarily control and data-driven, like business modeling …

- … rather than event-driven applications like embedded systems.

- Activity diagrams are a kind of state machine until UML 2.0 …

- … so control and object/data flow do not have separate semantics.

- UML 1.3 has new features for business modeling that increase power and convenience. Check it out and give feedback!
Advanced Modeling with UML

- Model management
- Standard elements and profiles
- Object Constraint Language (OCL)
References

- **[UML 1.3]** *OMG UML Specification v. 1.3*, OMG doc# ad/06-08-99
- **[UML 1.4]** *OMG UML Specification v. 1.4*, UML Revision Task Force recommended final draft, OMG doc# ad/01-02-13.
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Conferences & workshops