



Kabira Technologies, Inc (www.kabira.com)

Kabira provides a number of OMG Model Driven Architecture™ products, ObjectSwitch and the Kabira Business Accelerator (KBA) among them. These support:

- 1) Infrastructure software for the delivery of new revenue-generating services made possible by the convergence of the internet, traditional enterprise and telecommunications networks. A model-driven approach combined with a very high-speed execution engine supports fast creation of new services on a highly performant infrastructure.
- 2) High-level models for network service providers that truly represent their service offerings, by focusing on business knowledge, and deferring technology choices to a later stage of development. The models are a complete and accurate representation of the running service engine, and are automatically compiled. The compiler can be directed to a wide variety of specific implementations.
- 3) Separation of high-level and low-level models, so that objects can be flexibly implemented without modifying the high-level business model. Kabira's products import UML™ models and support the assignment of objects to various databases, cache memory, distributed machines, etc. This insulates high-level models from changes in technology so they become business assets rather than cost-centers.
- 4) Reduction in amount of modeling by pushing many services into the execution engine. For example, ObjectSwitch and KBA:
 - wrap transactions around all operation calls and state actions.
 - guarantee delivery of operation calls and signals, even across process crashes.
 - automatically parallelizes operation calls and signals where possible, and queues them up otherwise.
 - automatically restarts crashed processes.

All these services are supported transparently to the models.

- 5) 100% complete code generation from UML models (class/state/activity diagrams). There is no need for reverse engineering or other manual adjustment of generated code. The output is highly optimized and uses the functionalities of ObjectSwitch listed above. >