Software Design, Modelling and Analysis in UML

Lecture 02: Semantical Model

2013-10-23

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Contents & Goals

Last Lecture:

- Motivation: model-based development of things (houses, software) to cope with complexity, detect errors early
- Model-based (or -driven) Software Engineering
- UML Mode of the Lecture: Blueprint.

This Lecture:

- **Educational Objectives:** Capabilities for these tasks/questions:
  - Why is UML of the form it is?
  - Shall one feel bad if not using all diagrams during software development?
  - What is a signature, an object, a system state, etc.?
    What's the purpose of signature, object, etc. in the course?
  - How do Basic Object System Signatures relate to UML class diagrams?
- **Content:**
  - Brief history of UML
  - Course map revisited
  - Basic Object System Signature, Structure, and System State

Why (of all things) UML?

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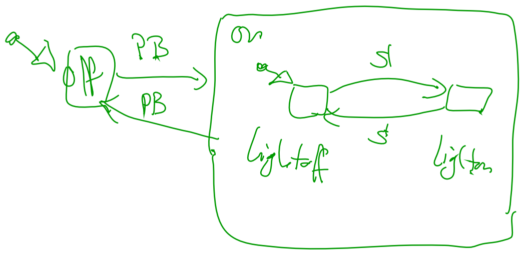
- Note: being a **modelling** languages doesn't mean being graphical (or: being a visual formalism [Harel]).
- For instance, [Kastens and Büning, 2008] also name:
  - Sets, Relations, Functions
  - Terms and Algebras
  - Propositional and Predicate Logic
  - Graphs
  - XML Schema, Entity Relation Diagrams, UML Class Diagrams
  - Finite Automata, Petri Nets, UML State Machines
- **Pro**: visual formalisms are found appealing and easier to **grasp**. Yet they are not necessarily easier to **write**!
- **Beware**: you may meet people who dislike visual formalisms just for being graphical — maybe because it is easier to "trick" people with a meaningless picture than with a meaningless formula.

  More serious: it's maybe easier to misunderstand a picture than a formula.

A Brief History of UML

- Boxes/lines and finite automata are used to visualise software **for ages**.
- **1970's**, **Software Crisis**™
  — Idea: learn from engineering disciplines to handle growing complexity.
  Languages: **Flowcharts, Nassi-Shneiderman, Entity-Relation Diagrams**
- Mid **1980**'s: **Statecharts** [Harel, 1987], **StateMate**™ [Harel et al., 1990]



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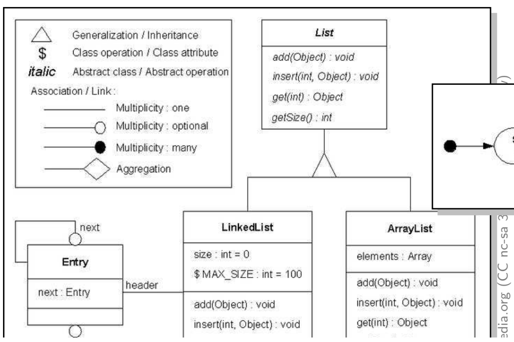
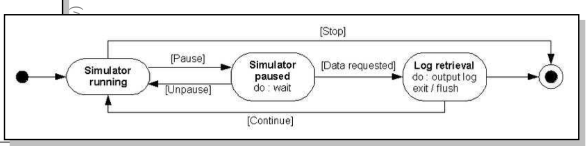
- Early **1990's**, advent of **Object-Oriented**-Analysis/Design/Programming
  — Inflation of notations and methods, most prominent:
  - **Object-Modeling Technique** (OMT) [Rumbaugh et al., 1990]





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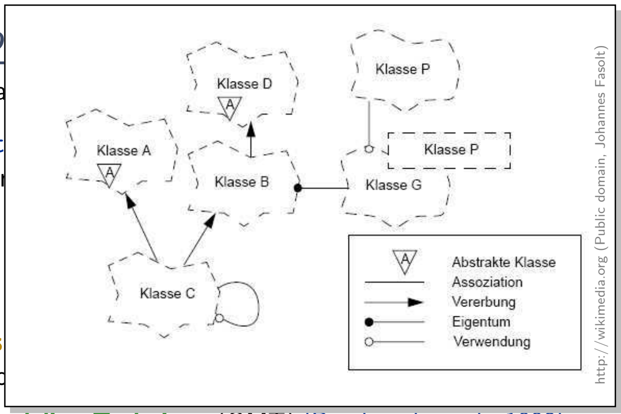
A Brief Histo



- Boxes/lines a … **ages**.
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  - **Object-Oriented Software Engineering** (OOSE) [Jacobson et al., 1992]

  Each "persuasion" selling books, tools, seminars. . .
- Late **1990's**: joint effort **UML 0.x, 1.x**
  Standards published by **Object Management Group** (OMG), "*international, open membership, not-for-profit* **computer industry** *consortium*".
- Since **2005**: **UML 2.x**

UML Overview [OMG, 2007b, 684]

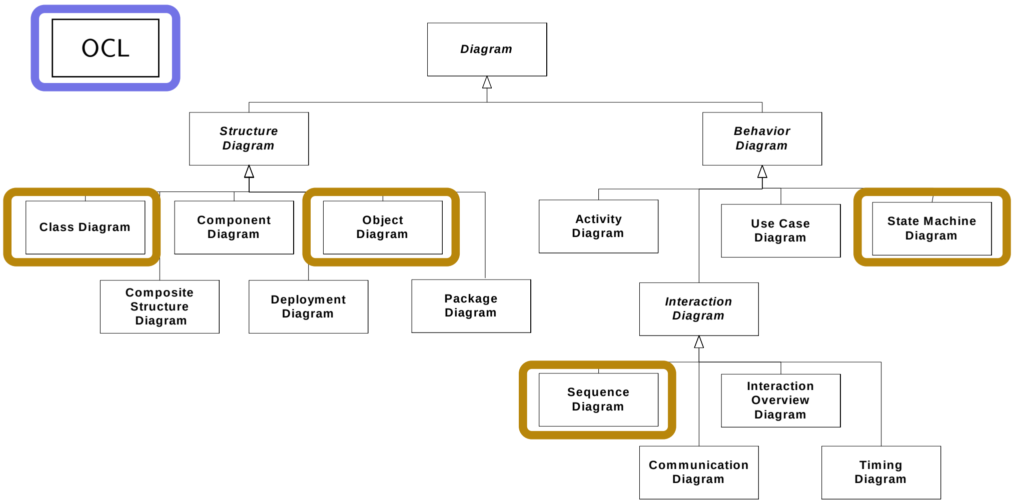


Figure A.5 - The taxonomy of structure and behavior diagram

[Dobing and Parsons, 2006]

Common Expectations on UML

- Easily writeable, readable even by customers
- Powerful enough to bridge the gap between idea and implementation
- Means to tame complexity by separation of concerns ("views")
- Unambiguous
- Standardised, exchangeable between modelling tools
- UML standard says how to develop software
- Using UML leads to better software
- ...

We will see...

Seriously: After the course, you should have an own opinion on each of these claims.
In how far/in what sense does it hold? Why? Why not? How can it be achieved?
Which ones are really only hopes and expectations? ...?

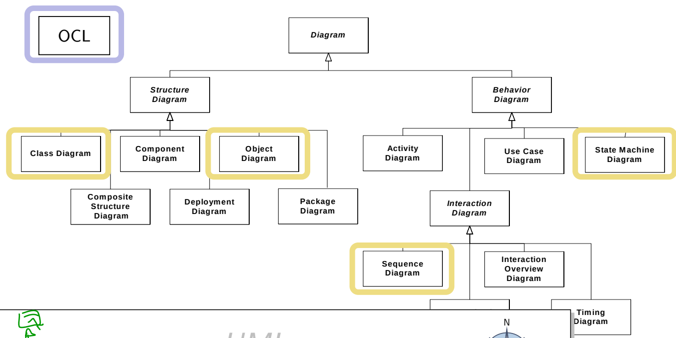
Course Map Revisited

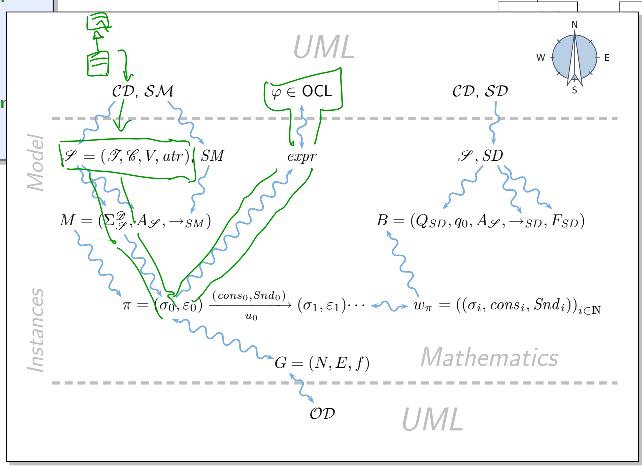
– 02 – 2013-10-23 – main –

The Plan

Recall:

- **Overall aim**: a formal language for software blueprints.
- **Approach**:
  - (i) Common semantical domain.
  - (ii) UML fragments as **syntax**.
  - (iii) Abstract **representation of diagrams**.
  - (iv) **Informal semantics**: UML standard
  - (v) **assign meaning to diagrar**
  - (vi) Define, e.g., **consistency**.





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UML: Semantic Areas

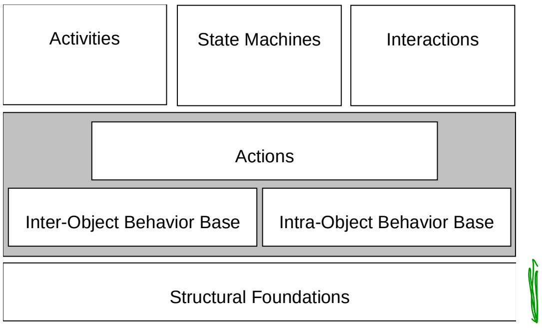

Figure 6.1 - A schematic of the UML semantic areas and their dependencies

[OMG, 2007b, 11]

Common Semantical Domain

Basic Object System Signature

Definition. A (Basic) Object System Signature is a quadruple

$$\mathscr{S} = (\mathscr{T}, \mathscr{C}, V, atr)$$

where

- $\mathscr{T}$ is a set of (basic) types,
- $\mathscr{C}$ is a finite set of classes,
- V is a finite set of typed attributes, i.e., each $v \in V$ has type
  - $\tau \in \mathscr{T}$ or
  - $C_{0,1}$ or C_*, where $C \in \mathscr{C}$

  (written $v : \tau$ or $v : C_{0,1}$ or $v : C_*$),
- $atr : \mathscr{C} \to 2^V$ maps each class to its set of attributes.

for each class $D \in \mathscr{C}$ there are two different types: $D_{0,1}$, D_* or: D_Δ, $D_{\circledast}$ or: $\triangle D$, $[D]$

in other words: typeof : $V \to \mathscr{T} \cup \{D_{0,1}, D_* \mid D \in \mathscr{C}\}$

total function — *powerset of V*

Note: Inspired by OCL 2.0 standard [OMG, 2006], Annex A.

Basic Object System Signature Example

$\mathscr{S} = (\mathscr{T}, \mathscr{C}, V, atr)$ where

- (basic) types $\mathscr{T}$ and classes $\mathscr{C}$, (both finite),
- typed attributes V, τ from $\mathscr{T}$ or $C_{0,1}$ or C_*, $C \in \mathscr{C}$,
- $atr : \mathscr{C} \to 2^V$ mapping classes to attributes.

Example:

basic types — *classes* — *attributes* — *attribute x has type Int* — *atr* — *atr(C) = {p, n}* — *atr(D) = {x}*

$$\mathscr{S}_0 = (\{Int\}, \{C, D\}, \{x : Int, p : C_{0,1}, n : C_*\}, \{C \mapsto \{p, n\}, D \mapsto \{x\}\})$$

mapsto

Basic Object System Signature Another Example

$\mathscr{S} = (\mathscr{T}, \mathscr{C}, V, atr)$ where

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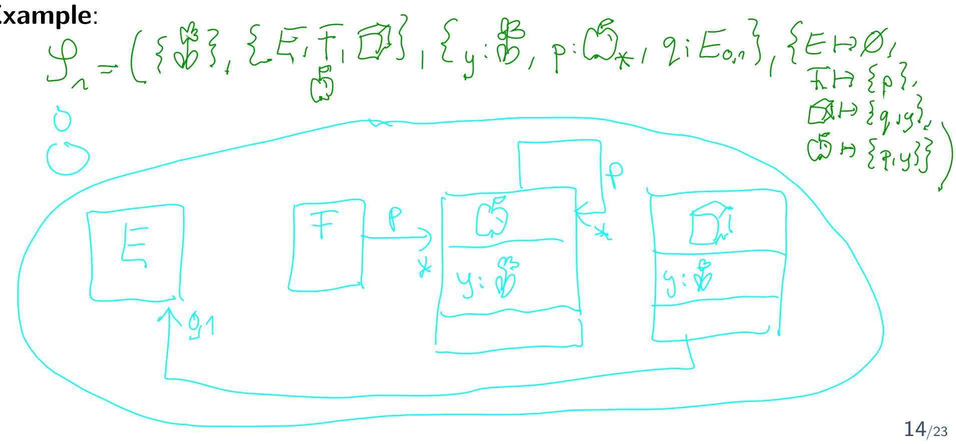

Basic Object System Structure

Definition. A Basic Object System Structure of

$$\mathscr{S} = (\mathscr{T}, \mathscr{C}, V, atr)$$

is a domain function $\mathscr{D}$ which assigns to each type a domain, i.e.

- $\tau \in \mathscr{T}$ is mapped to $\mathscr{D}(\tau)$,
- $C \in \mathscr{C}$ is mapped to an infinite set $\mathscr{D}(C)$ of (object) identities.

  Note: Object identities only have the "$=$" operation;
  object identities of different classes are disjoint, i.e.
  $\forall C, D \in \mathscr{C} : C \neq D \to \mathscr{D}(C) \cap \mathscr{D}(D) = \emptyset$.
- C_* **and** $C_{0,1}$ for $C \in \mathscr{C}$ are mapped to $2^{\mathscr{D}(C)}$.

We use $\mathscr{D}(\mathscr{C})$ to denote $\bigcup_{C \in \mathscr{C}} \mathscr{D}(C)$; analogously $\mathscr{D}(\mathscr{C}_*)$.

Note: We identify objects and object identities, because both uniquely determine each other (cf. OCL 2.0 standard).

Basic Object System Structure Example

Wanted: a structure for signature

$$\mathscr{S}_0 = (\{Int\}, \{C, D\}, \{x : Int, p : C_{0,1}, n : C_*\}, \{C \mapsto \{p, n\}, D \mapsto \{x\}\})$$

Recall: by definition, seek a $\mathscr{D}$ which maps

- $\tau \in \mathscr{T}$ to **some** $\mathscr{D}(\tau)$,
- $c \in \mathscr{C}$ to **some** identities $\mathscr{D}(C)$ (infinite, disjoint for different classes),
- C_* and $C_{0,1}$ for $C \in \mathscr{C}$ to $\mathscr{D}(C_{0,1}) = \mathscr{D}(C_*) = 2^{\mathscr{D}(C)}$.

$$\begin{aligned}
\mathscr{D}(Int) &= \mathbb{Z} \\
\mathscr{D}(C) &= \{1_C, 2_C, 3_C, \dots\} \\
\mathscr{D}(D) &= \{1_D, 2_D, 3_D, \dots\} \\
\mathscr{D}(C_{0,1}) = \mathscr{D}(C_*) &= 2^{\mathscr{D}(C)} \\
\mathscr{D}(D_{0,1}) = \mathscr{D}(D_*) &= 2^{\mathscr{D}(D)}
\end{aligned}$$

System State

Definition. Let $\mathscr{D}$ be a structure of $\mathscr{S} = (\mathscr{T}, \mathscr{C}, V, atr)$.
A system state of $\mathscr{S}$ wrt. $\mathscr{D}$ is a **type-consistent** mapping

$$\sigma : \mathscr{D}(\mathscr{C}) \nrightarrow (V \nrightarrow (\mathscr{D}(\mathscr{T}) \cup \mathscr{D}(\mathscr{C}_*))).$$

That is, for each $u \in \mathscr{D}(C)$, $C \in \mathscr{C}$, if $u \in \mathrm{dom}(\sigma)$

- $\mathrm{dom}(\sigma(u)) = atr(C)$
- $\sigma(u)(v) \in \mathscr{D}(\tau)$ if $v : \tau, \tau \in \mathscr{T}$
- $\sigma(u)(v) \in \mathscr{D}(D_*)$ if $v : D_{0,1}$ or $v : D_*$ with $D \in \mathscr{C}$

We call $u \in \mathscr{D}(\mathscr{C})$ alive in σ if and only if $u \in \mathrm{dom}(\sigma)$.

We use $\Sigma_{\mathscr{S}}^{\mathscr{D}}$ to denote the set of all system states of $\mathscr{S}$ wrt. $\mathscr{D}$.

System State Example

Signature, **Structure**:

$$\mathscr{S}_0 = (\{Int\}, \{C, D\}, \{x : Int, p : C_{0,1}, n : C_*\}, \{C \mapsto \{p, n\}, D \mapsto \{x\}\})$$

$$\mathscr{D}(Int) = \mathbb{Z}, \quad \mathscr{D}(C) = \{1_C, 2_C, 3_C, ...\}, \quad \mathscr{D}(D) = \{1_D, 2_D, 3_D, ...\}$$

Wanted: $\sigma : \mathscr{D}(\mathscr{C}) \nrightarrow (V \nrightarrow (\mathscr{D}(\mathscr{T}) \cup \mathscr{D}(\mathscr{C}_*)))$ such that

- $\mathrm{dom}(\sigma(u)) = atr(C)$,
- $\sigma(u)(v) \in \mathscr{D}(\tau)$ if $v : \tau, \tau \in \mathscr{T}$, • $\sigma(u)(v) \in \mathscr{D}(C_*)$ if $v : D_*$ with $D \in \mathscr{C}$.

- $\sigma_1 = \emptyset$ ← empty function
- $\sigma_2 = \{1_C \mapsto \{p \mapsto \{1_C\}, n \mapsto \{5_C, 6_C\}\}, 27_D \mapsto \{x \mapsto 3\}\}$

one way to read out:
- object 1_C has a p-link to 1_C (i.e. to itself)
- object 1_C refers to objects $5_C, 6_C$ via link n

Wrt. $\mathscr{D}_2$:
- $\sigma_3 = \{5 \mapsto \{p \mapsto \{17\}, n \mapsto \emptyset\}\}$

System State Example

Signature, **Structure**:

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Wanted: $\sigma : \mathscr{D}(\mathscr{C}) \nrightarrow (V \nrightarrow (\mathscr{D}(\mathscr{T}) \cup \mathscr{D}(\mathscr{C}_*)))$ such that

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- **Concrete, explicit**:

  $$\sigma = \{1_C \mapsto \{p \mapsto \emptyset, n \mapsto \{5_C\}\}, 5_C \mapsto \{p \mapsto \emptyset, n \mapsto \emptyset\}, 1_D \mapsto \{x \mapsto 23\}\}.$$

- **Alternative**: **symbolic** system state

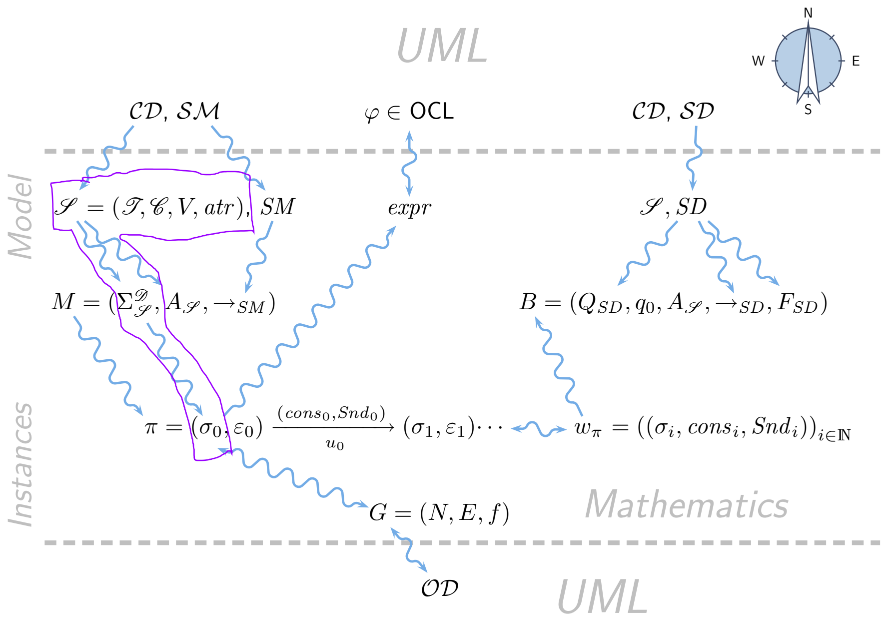
  $$\sigma = \{c_1 \mapsto \{p \mapsto \emptyset, n \mapsto \{c_2\}\}, c_2 \mapsto \{p \mapsto \emptyset, n \mapsto \emptyset\}, d \mapsto \{x \mapsto 23\}\}$$

  assuming $c_1, c_2 \in \mathscr{D}(C)$, $d \in \mathscr{D}(D)$, $c_1 \neq c_2$.

You Are Here.

– 02 – 2013-10-23 – main –

Course Map



– 02 – 2013-10-23 – main –

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