

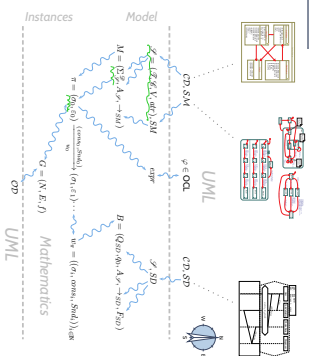
Software Design, Modelling and Analysis in UML

Lecture 2: Semantical Model

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Course Map



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Content

- Basic Object System Signature
 - (label) types, classes
 - typed attributes
 - attribute mapping
- Basic Object System Structure
 - objects / object identities
 - domains of base and derived types
- System State
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- A Complete Example

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Semantical Foundation

Basic Object System Signature

Definition. A (Basic) Object System Signature is a quadruple $\mathcal{S} = (\mathcal{T}, \mathcal{C}, V, attr)$ where

- \mathcal{T} is a set of (label) types,
- \mathcal{C} is a finite set of classes,
- V is a finite set of typed attributes (i.e. each $v \in V$ has a type $\tau \in \mathcal{T}$ or $\tau \in \mathcal{C}$ or $\tau \in \mathcal{C}_1$ or $\tau \in \mathcal{C}_2$),
- $attr : \mathcal{C} \rightarrow 2^V$ maps each class to its set of attributes.

Written w.r.t. $\tau \in \mathcal{T} : C_1$ or $\tau \in \mathcal{C}_2$.

Handwritten notes: C_1, C_2 are classes; $attr$ is a mapping from classes to attributes.

Note inspired by OCL 2.0 standard (OMG (2006), Annex A)

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Basic Object System Signature Example

$\mathcal{S} = (\mathcal{T}, \mathcal{C}, V, attr)$ where

- Base types \mathcal{T} and classes \mathcal{C} (both finite).
- Typed attributes V, τ from \mathcal{T} or \mathcal{C}_1 or \mathcal{C}_2 , for some $C \in \mathcal{C}$.
- $attr : \mathcal{C} \rightarrow 2^V$ mapping classes to attributes.

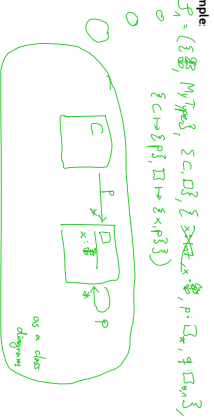
Example

$\mathcal{T} = \{int, \mathbb{R}, \mathbb{C}\}$ (set of types)
 $\mathcal{C} = \{C, D\}$ (set of classes)
 $V = \{x : int, y : \mathbb{R}, z : \mathbb{C}\}$ (set of typed attributes)
 $attr(C) = \{x, y, z\}$
 $attr(D) = \{z\}$

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Basic Object System Signature Another Example

- $\mathcal{S} = (\mathcal{O}, \mathcal{V}, \text{attr})$ where
 - (boxed) types, \mathcal{S} and classes, \mathcal{C} (both finite)
 - typed attributes V_i from \mathcal{S} or $C_{i,1}$ or $C_{i,2}$ for some $C \in \mathcal{C}$
 - $\text{attr}: \mathcal{V} \rightarrow 2^{\mathcal{V}}$ mapping classes to attributes



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Basic Object System Structure

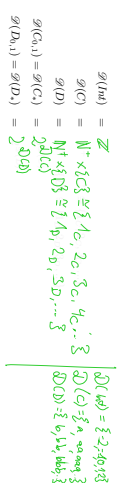
- Definition. A Basic Object System Structure of $\mathcal{S} = (\mathcal{O}, \mathcal{V}, \text{attr})$ is a domain function \mathcal{D} which assigns to each type a domain, i.e.**
- $\tau \in \mathcal{S}$ is mapped to $\mathcal{D}(\tau)$
 - $\mathcal{D}(\tau)$ is a set
 - $C \in \mathcal{C}$ is mapped to an finite set $\mathcal{D}(C)$ of (object) identities.
 - Note: Object identities only have the "=" operation.
 - Sets of object identities for different classes are disjoint, i.e.
 - $\forall C, D \in \mathcal{C} : C \neq D \Rightarrow \mathcal{D}(C) \cap \mathcal{D}(D) = \emptyset$
 - C_1 and $C_{i,1}$ for $C \in \mathcal{C}$ are mapped to $2^{\mathcal{D}(C)}$
 - $\mathcal{D}(C_1) = 2^{\mathcal{D}(C)}$
 - $\mathcal{D}(C_{i,1}) = 2^{\mathcal{D}(C)}$
- We use $\mathcal{D}(\mathcal{V})$ to denote $\bigcup_{C \in \mathcal{C}} \mathcal{D}(C)$; analogously $\mathcal{D}(\mathcal{C}) = \bigcup_{C \in \mathcal{C}} \mathcal{D}(C)$

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

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Basic Object System Structure Example

- Wanted: a structure for signature**
- $\mathcal{S}_0 = (\{Int\}, \{C, D\}, \{a : Int, p : C_{i,1}, w : C_1\}, \{C \mapsto \{m, n\}, D \mapsto \{a\}\})$
- \mathcal{D} needs to map:**
- $\tau \in \mathcal{S}$ to some $\mathcal{D}(\tau)$
 - $C \in \mathcal{C}$ to some set of identities $\mathcal{D}(C)$ (finite, disjoint for different classes)
 - C_1 and $C_{i,1}$ for $C \in \mathcal{C}$ always mapped to $\mathcal{D}(C) = \mathcal{D}(C_1) = 2^{\mathcal{D}(C)}$



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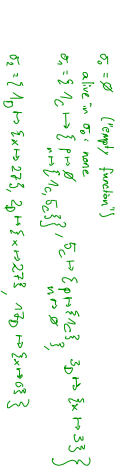
System State

- Definition.** Let \mathcal{S} be a structure of $\mathcal{S} = (\mathcal{O}, \mathcal{V}, \text{attr})$.
- System state of \mathcal{S} wrt. \mathcal{D} is a type-constant mapping**
- $\sigma : \mathcal{D}(\mathcal{V}) \rightarrow (\bigcup_{C \in \mathcal{C}} \mathcal{D}(C) \cup \mathcal{D}(\mathcal{C}))$
- That is for each $v \in \mathcal{D}(\mathcal{V})$:**
- $\text{dom}(\sigma(v)) = \text{attr}(v)$
 - $\sigma(v)(v) \in \mathcal{D}(v)$ if $v : \tau, \tau \in \mathcal{S}$
 - $\sigma(v)(v) \in \mathcal{D}(D)$ if $v : D_{i,1}$ or $v : D$ with $D \in \mathcal{C}$
- We call $v \in \mathcal{D}(\mathcal{V})$ **alive** in σ if and only if $v \in \text{dom}(\sigma)$.
- We use \mathcal{S}, \mathcal{D} to denote the set of all system states of \mathcal{S} wrt. \mathcal{D} .

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System State Example

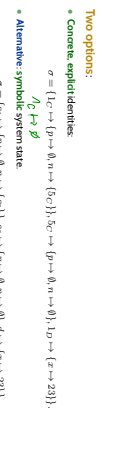
- $\mathcal{S}_0 = (\{Int\}, \{C, D\}, \{a : Int, p : C_{i,1}, w : C_1\}, \{C \mapsto \{m, n\}, D \mapsto \{a\}\})$
- $\mathcal{D}(Int) = \mathbb{Z}$, $\mathcal{D}(C) = \{1, 2, 3, \dots\}$, $\mathcal{D}(D) = \{1, 2, 3, 20, 30, \dots\}$
- Wanted: $\sigma : \mathcal{D}(\mathcal{V}) \rightarrow (\bigcup_{C \in \mathcal{C}} \mathcal{D}(C) \cup \mathcal{D}(\mathcal{C}))$ such that $\text{dom}(\sigma(v)) = \text{attr}(v)$ and $\sigma(v)(v) \in \mathcal{D}(v)$ if $v : \tau, \tau \in \mathcal{S}$, $\sigma(v)(v) \in \mathcal{D}(C)$ if $v : D$ with $D \in \mathcal{C}$.**



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System State Example

- $\mathcal{S}_0 = (\{Int\}, \{C, D\}, \{a : Int, p : C_{i,1}, w : C_1\}, \{C \mapsto \{m, n\}, D \mapsto \{a\}\})$
- $\mathcal{D}(Int) = \mathbb{Z}$, $\mathcal{D}(C) = \{1, 2, 3, \dots\}$, $\mathcal{D}(D) = \{1, 2, 3, 20, 30, \dots\}$
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References

- OMG Z006, Object Constraint Language version 2.0, Technical Report Formal/06-05-01
- OMG Z014, Unified modeling language: Infrastructure, version 2.4.1, Technical Report Formal/Z014-08-05
- OMG Z018, Unified modeling language: Superstructure, version 2.4.1, Technical Report Formal/Z018-08-06

References

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