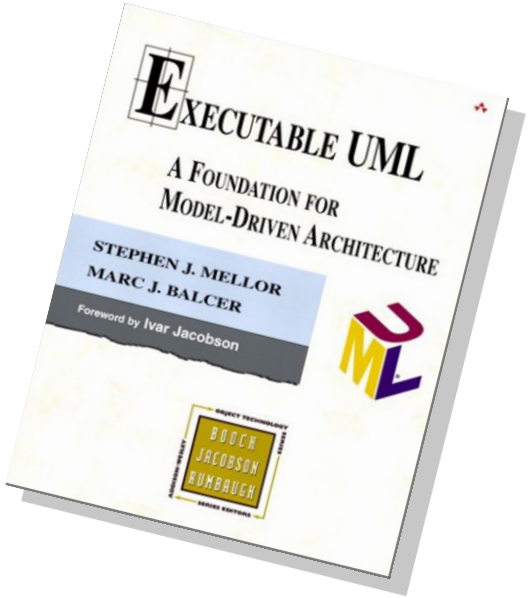
Overview

- **xtUML Modeling**
  - **Method**
  - **Executable model hierarchy**
  - **Relationship between model elements**
  - **Analysis models**
  - **Packages**

xtUML – Executable and Translatable UML

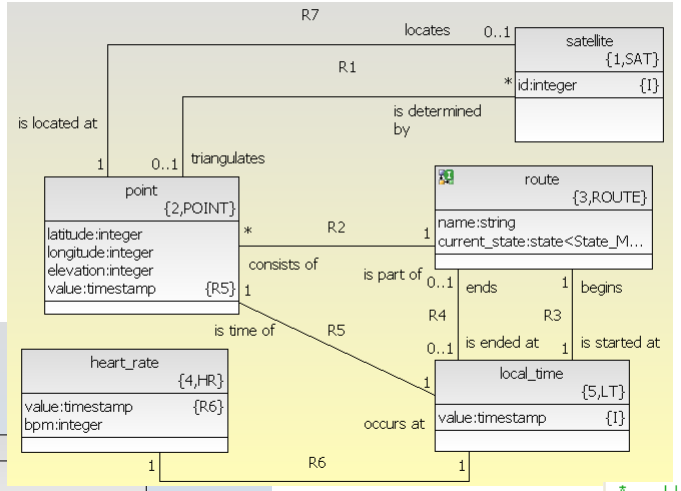
- Defines a method, including:
  - Semantics of diagrams
  - Relationship between diagrams
  - Action language
  - Execution rules
  - Order of construction
  - Path to implementation

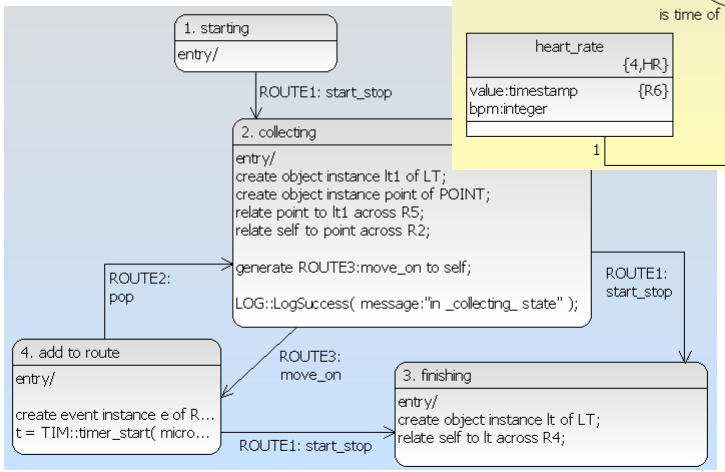


400+ pages

OBJECT MANAGEMENT GROUP

Graphical Models Increase Understanding





vs.

```
 *   !!! This is an AUTO-GENERATED file.  Please do not edit.  !!!
 *-------------------------------------------------------------------------*/

#ifndef GPS_POINT_CLASS_H
#define GPS_POINT_CLASS_H

#ifdef  __cplusplus
extern "C" {
#endif

#include "sys_mechs.h"
#include "gps_classes.h"
#include "sys_user_co.h"

/*
 * Structure:  gps_POINT_s
 * Structural representation of application analysis class:
 *   'point'  (POINT)
 */
struct gps_POINT_s
{

  /* application analysis class attributes */
  i_t m_latitude;  /* - latitude */
  i_t m_longitude;  /* - longitude */
  i_t m_elevation;  /* - elevation */
  /* - value (R5) */  /* OPTIMIZED OUT */
```

- **Diagrams**
  - **Expose Abstractions**
  - **Allow us to reason about correctness**

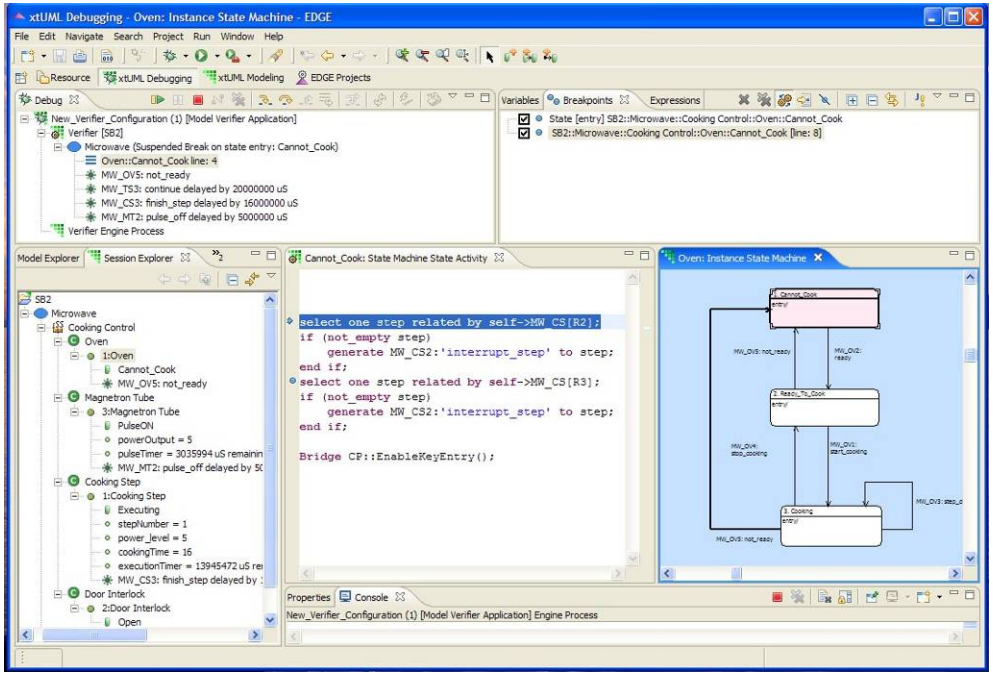
Execution: My piece runs, how about yours?

We find some defects through inspection, but…

…we find the rest by executing the code.

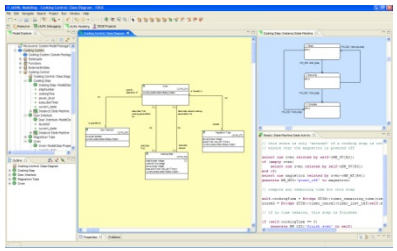
What if we could execute the application before choosing the:

- processor
- language
- OS?

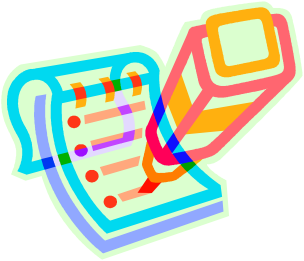


Compiling Models

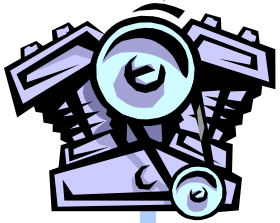
Application Models



Marking Data

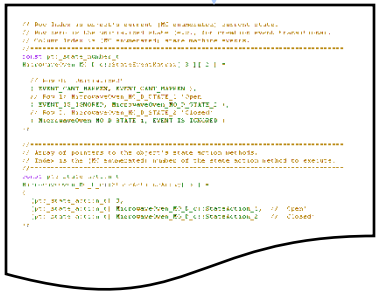


Rules & Templates



Translation Engine

Optimized Code

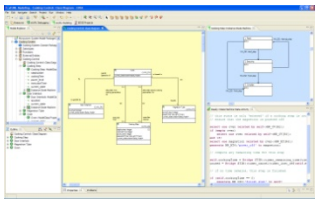


Separate Application from Implementation

- **Subject-matter experts focus on application**
  - **Features and capabilities**
  - **Intricacies of the application**

- **Implementation experts focus on optimization**
  - **Faster, smaller**
  - **Less power**
  - **Lower cost**

Application Models

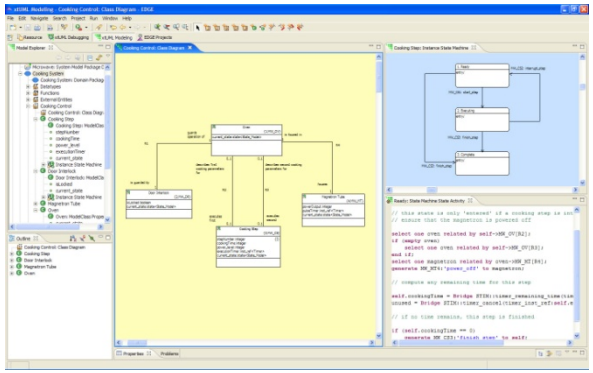


Model Compiler

Two Types of Reusable IP

Reusable IP: Application Models

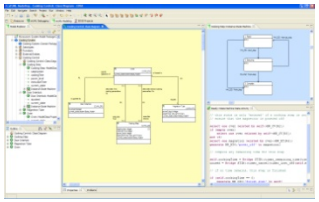
- **Platform-independent Application Models**
  - **Reuse application models across platforms and product variants.**



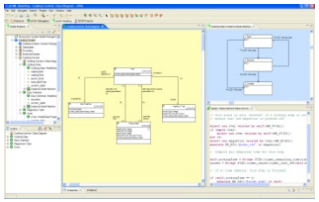
Reusable IP: Model Compilers

- **Application-independent Model Compile**
  - **Reuse one model compiler across many applications.**

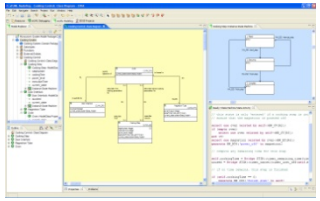
Site Link



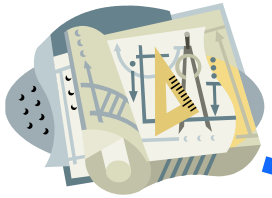
Channel Controller



MME

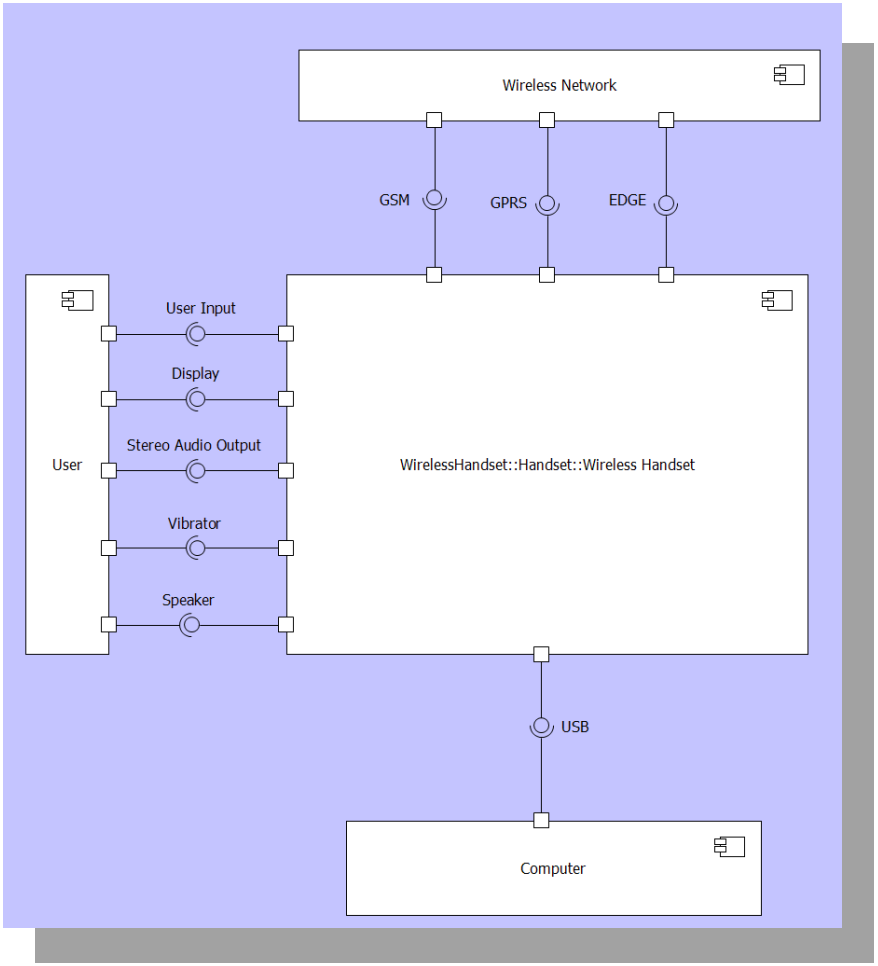


MC



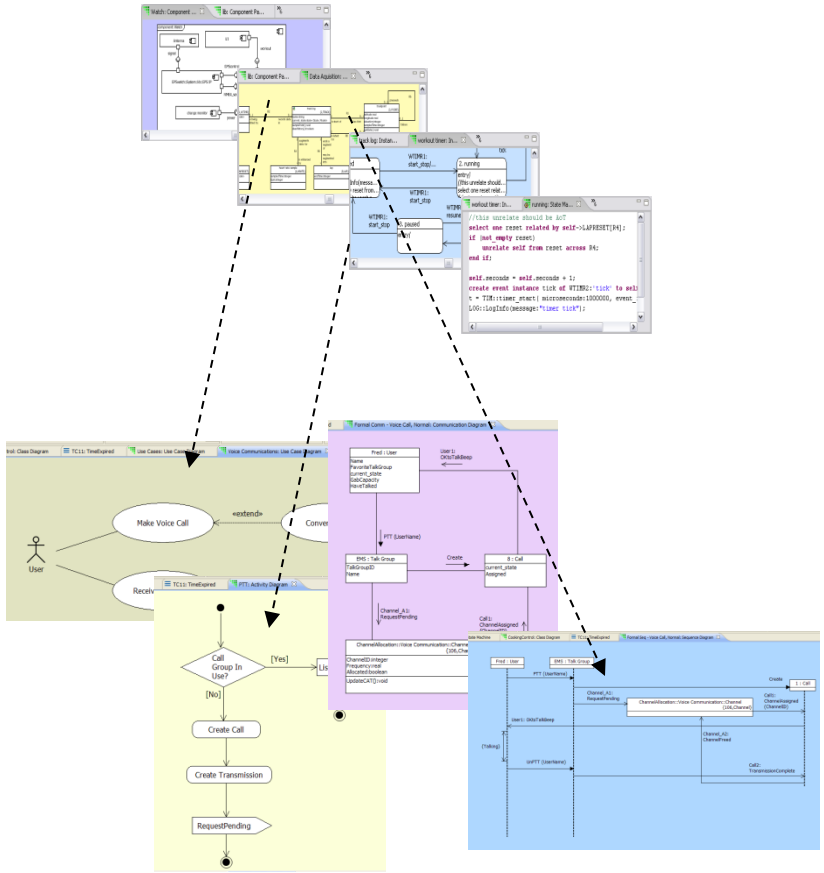
Getting Started

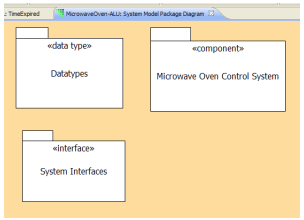
- Analyze application using descriptive modeling
- Divide and conquer
  - Any boundary
  - Hierarchically nesting
- Define interfaces
  - Operations and signals
- Connect components



Relationship between Model Elements

- **Analysis, loosely coupled**
  - Use Case
  - Sequence
  - Communication
  - Activity
- **Executable, tightly coupled:**
  - Component
  - Class
  - State
  - Action
- **Package**



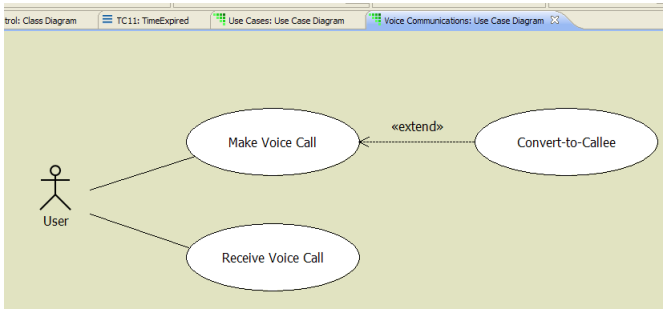


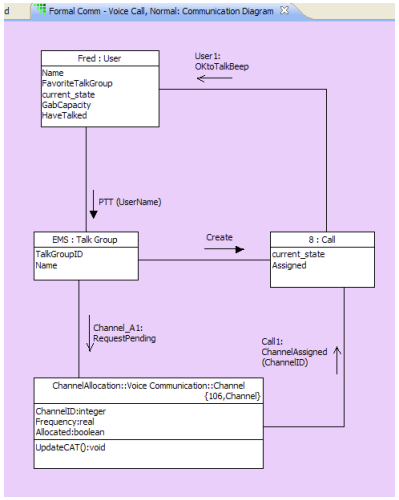
Analysis Models

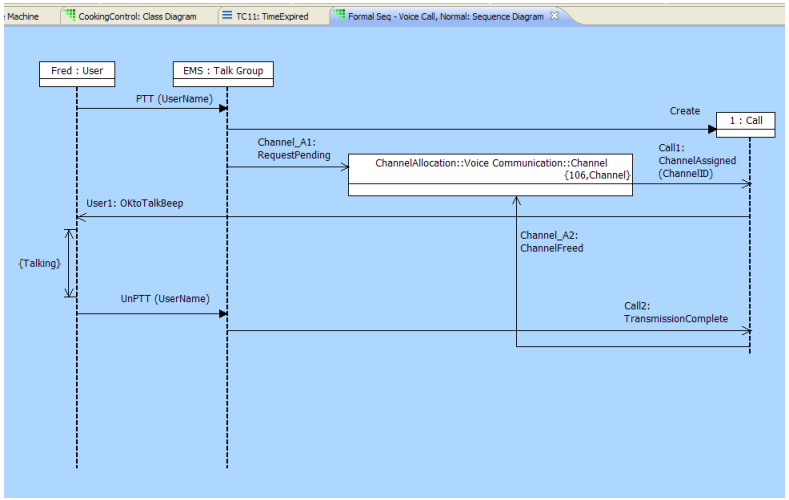
Use as you see fit

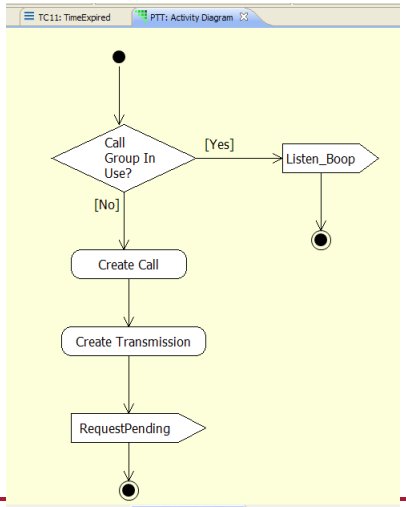
- **Use Case**
- **Sequence** *
- **Communication** *
- **Activity**

* Sequence and Communication can be Formalized









These Diagrams are NOT translated.

Executable Model Hierarchy

High level

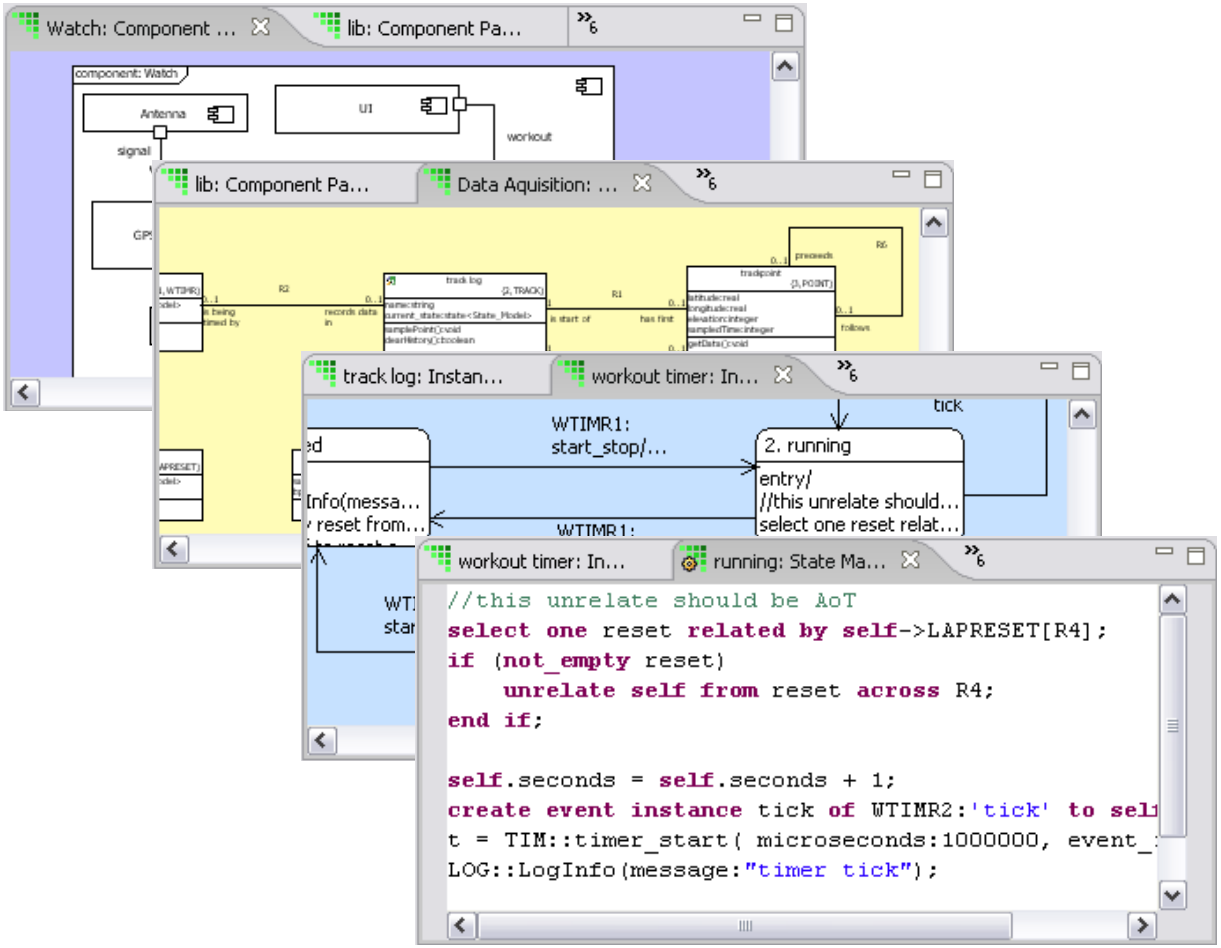
Component Diagram
- **Decompose the application**
- **Define Interfaces**

Class Diagram
- **Abstractions, associations**
- **Operations**

State Diagram
- **Functional lifecycle**
- **Event handling**

Action Specification
- **Processing**

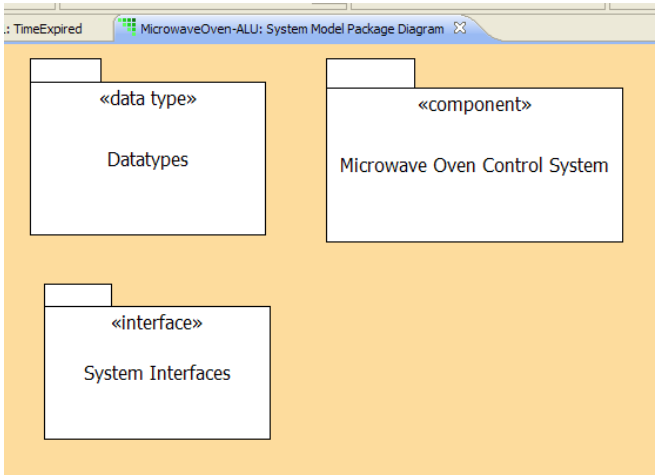
Low level



These are the Translatable Diagrams.

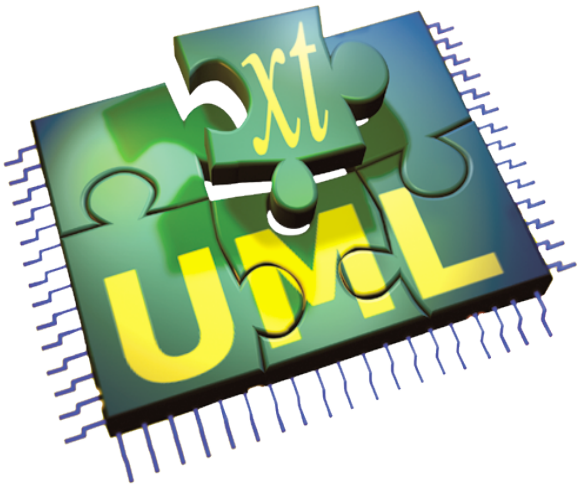
Packages

- Packages can contain: (anything)
  - Package
  - Activitys, Communications, Sequences, Use Cases
  - Components, Interfaces, Data Types, Classes
- Visibility and Namespacing
  - Establish namespace
  - Can limit visibility
- Generic packages, per UML
  - Namespace
  - Visibility controls
  - Separate diagram and package concepts



Summary – Steps in the xtUML Method

- **Analysis** – questioning, thinking, sketching...
  - Descriptive UML diagrams
    - use case, sequence, ...
- **Executable Modeling** – formalizing the analysis:
  - Component Diagrams (partitioning/interfaces)
  - Class Diagrams (data)
  - State Machines (control)
  - Activities (processing)
- **Verification**
  - Interpretive Model Execution
- **Code generation**
  - Template and Rule-Based Translation



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