The Real-Time UML Standard: Definition and Application

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Abstract

This very short paper describes the objectives, content, and usage of a real-time UML profile that has been standardized by the Object Management Group. This profile defines a common framework for describing the quantitative aspects of software systems. In addition, it provides specific facilities for analysing real-time systems for schedulability or performance.

1. Introduction

In September 2001, the Object Management Group (OMG) adopted a specification for a standard way of modelling real-time systems using the Unified Modelling Language (UML) [1]. This specification is in the form of a UML "profile" – a set of interpretation rules, markings, and constraints imposed on standard UML to more accurately capture the specific phenomena of a given application domain. The benefits of such standard are clear: interoperability of tools and the emergence of highly reusable common skills and knowledge that extend beyond individual organizations.

This standard goes under the ostensibly omnibus technical title of *"UML profile for schedulability, performance, and time"* [2]. However, the common underpinning is a standard model of *metric* time, that is, time represented as a physical quantity. This model is then used to support two well-established forms of time-based model analysis: schedulability analysis based on schedulability theory and performance analysis based on queuing theory. By introducing quantitative information into a UML model, the model can be analysed to predict crucial time-related characteristics well in advance of committing to costly implementation decisions. This, of course, is the primary purpose of models in most traditional engineering disciplines.

Space limitations preclude any in-depth coverage of this standard. In the rest of this brief paper, we examine the basic objectives of the profile, describe its contents, and conclude with an overview of how it can be applied in practice.

2. Objectives and Approach

A principal requirement was to allow the construction of *predictive* UML models, that is, models that can be used to compute key system properties. A second major requirement was to automate, as much as possible, the formal analysis of such models by a process represented in Figure 1. In this conceptual view, modellers construct UML models of their system without focusing specifically on analysis (that is, they do not define analysis-specific models). They then attach supplementary quantitative properties to the appropriate model elements to capture temporal values such as delay, frequency, execution time, etc. Such a model can then be transferred from a model-editing tool to a specialized model processor for analysis. The standard defines the format and semantics of these supplementary annotations so that models can be exchanged between any tools that comply with the standard. Of course, the same model can be analysed from a number of different perspectives.
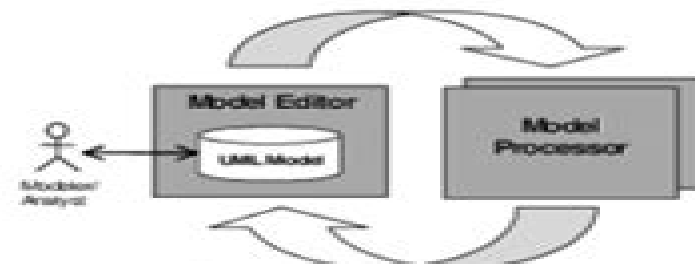

Figure 1. Usage of the profile

Since each model processor automatically transforms the UML model into the internal form required by its analysis method, the technical details of the analysis algorithms are hidden from the modeller. This eliminates the need for the rare and complex expertise required to use these techniques (this has been one of the biggest impediments to their more widespread use in practice).

Solution Manual For Real Time Uml

Stefan Bergström,Lotta Råberg

Solution Manual For Real Time Uml:

The Rational Unified Process Made Easy Per Kroll,Philippe Kruchten,2003-04-08 Per Kroll and Philippe Kruchten are especially well suited to explain the RUP because they have been the central forces inside Rational Software behind the creation of the RUP and its delivery to projects around the world From the Foreword by Grady Booch This book is a comprehensive guide to modern software development practices as embodied in the Rational Unified Process or RUP With the help of this book s practical advice and insight software practitioners will learn how to tackle challenging development projects small and large using an iterative and risk driven development approach with a proven track record The Rational Unified Process Made Easy will teach you the key points involved in planning and managing iterative projects the fundamentals of component design and software architecture and the proper employment of use cases All team members from project managers to analysts from developers to testers will learn how to immediately apply the RUP to their work You will learn that the RUP is a flexible versatile process framework that can be tailored to suit the needs of development projects of all types and sizes Key topics covered include How to use the RUP to develop iteratively adopt an architecture centric approach mitigate risk and verify software quality Tasks associated with the four phases of the RUP Inception Elaboration Construction and Transition Roles and responsibilities of project managers architects analysts developers testers and process engineers in a RUP project Incrementally adopting the RUP with minimal risk Common patterns for failure with the RUP and how to avoid them Use this book to get quickly up to speed with the RUP so you can easily employ the significant power of this process to increase the productivity of your team   **Real-time UML** Bruce Powel Douglass,2000 Real time and embedded systems must make the most of very limited processor and memory sources and UML is an invaluable tool for achieving these goals Key topics include information on tradeoffs associated with each object design approach design patterns and identification strategies detailed appendix on OMG and more   **The Rational Unified Process** Philippe Kruchten,2004 bull Reflects all of the changes that were integrated into RUP v2003 the latest version of the very popular produc t bull Learn the key concepts fundamentals of structure integral content and motivation behind the RUP bull Covers all phases of the software development lifecycle from concept to delivery to revision   *MDA Distilled* Stephen J. Mellor,2004 A readable and much needed introduction to MDA Dr Jim Arlow coauthor of UML and the Unified Process Addison Wesley 2002 and Enterprise Patterns and MDA Addison Wesley 2004 This book provides an excellent introduction to the ideas and technologies that will form the foundation of the model driven architecture over the coming years I recommend it wholeheartedly Dr Andy Evans Managing Director Xactium Limited UK Excellent job of distilling MDA down to its core concepts Krzysztof Czarnecki Univeristy of Waterloo coauthor of Generative Programming Addison Wesley 2000 As systems have grown more crucial to the operations of organizations worldwide so too have the costs associated with building and maintaining them Enter model driven architecture MDA a standard framework from the Object Management Group OMG

that allows developers to link object models together to build complete systems MDA prevents design decisions from being intertwined with the application and keeps it independent of its implementation The result is an application that can be combined with other technologies as well as other applications and models that become highly reusable assets MDA Distilled is an accessible introduction to the MDA standard and its tools and technologies The book describes the fundamental features of MDA how they fit together and how you can use them in your organization today You will also learn how to define a model driven process for a project involving multiple platforms implement that process and then test the resulting system MDA Distilled will help you understand The MDA framework including the platform independent model PIM and the platform specific model PSM The Meta Object Facility MOF the OMG s adopted standard for metamodeling Horizontal vertical and merging mappings between models Building marks and marking models Elaborating models including viewing generated models and managing manual changes Building executable models with Executable UML Agile MDA development Developers and architects can dramatically improve productivity portability interoperability and maintenance with MDA Find out how with this essential reference and quickly learn how to harness the significant power of this new framework *MDA Explained* Anneke G. Kleppe,Jos B. Warmer,Wim Bast,2003 Highlights of this book include the MDA framework including the Platform Independent Model PIM and Platform Special Model PSM OMG standards and the use of UML MDA and Agile Extreme Programming and Rational Unified Process RUP development how to apply MDA including PIM to PSM and PSM to code transformations for Relational Enterprise JavaBean EJB and Web models transformations including controlling and tuning traceability incremental consistency and their implications metamodeling and relationships between different standards including Meta Object Facility MOF UML and Object Constraint Language OCL Jacket **Applied Software Architecture** Christine Hofmeister,Robert Nord,Dilip Soni,2000 Designing a large software system is an extremely complicated undertaking that requires juggling differing perspectives and differing goals and evaluating differing options Applied Software Architecture is the best book yet that gives guidance as to how to sort out and organize the conflicting pressures and produce a successful design Len Bass author of Software Architecture in Practice Quality software architecture design has always been important but in today s fast paced rapidly changing and complex development environment it is essential A solid well thought out design helps to manage complexity to resolve trade offs among conflicting requirements and in general to bring quality software to market in a more timely fashion Applied Software Architecture provides practical guidelines and techniques for producing quality software designs It gives an overview of software architecture basics and a detailed guide to architecture design tasks focusing on four fundamental views of architecture conceptual module execution and code Through four real life case studies this book reveals the insights and best practices of the most skilled software architects in designing software architecture These case studies written with the masters who created them demonstrate how the book s concepts and techniques are embodied in state of the art architecture design You

will learn how to create designs flexible enough to incorporate tomorrow s technology use architecture as the basis for meeting performance modifiability reliability and safety requirements determine priorities among conflicting requirements and arrive at a successful solution and use software architecture to help integrate system components Anyone involved in software architecture will find this book a valuable compendium of best practices and an insightful look at the critical role of architecture in software development 0201325713B07092001 *Use Case Modeling* Kurt Bittner,Ian Spence,2003 Discusses how to define and organize use cases that model the user requirements of a software application The approach focuses on identifying all the parties who will be using the system then writing detailed use case descriptions and structuring the use case model An ATM example runs throughout the book The authors work at Rational Software Annotation copyrighted by Book News Inc Portland OR *Analysis Patterns* Martin Fowler,1997 Martin Fowler is a consultant specializing in object oriented analysis and design This book presents and discusses a number of object models derived from various problem domains All patterns and models presented have been derived from the author s own consulting work and are based on real business cases **Real-Time Programming 2003 (WRTP 2003)** Marian Adamski,Matjaž Colnarič,Marek Węgrzyn,2003 *Designing Concurrent, Distributed, and Real-time Applications with UML* Hassan Gomaa,2000 Suitable for real world systems that deal with complex issues such as concurrency and real time constraints Providing detailed guidelines this book is useful for software engineers **Designing Software Product Lines with UML** Hassan Gomaa,2005 Designing Software Product Lines with UML is well written informative and addresses a very important topic It is a valuable contribution to the literature in this area and offers practical guidance for software architects and engineers Alan Brown Distinguished Engineer Rational Software IBM Software Group Gomaa s process and UML extensions allow development teams to focus on feature oriented development and provide a basis for improving the level of reuse across multiple software development efforts This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent reusable and modular in nature Jeffrey S Hammond Group Marketing Manager Rational Software IBM Software Group This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object oriented techniques with the UML Once again Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers Robert G Pettit IV Ph D Adjunct Professor of Software Engineering George Mason University This breakthrough book provides a comprehensive step by step approach on how to develop software product lines which is of great strategic benefit to industry The development of software product lines enables significant reuse of software architectures Practitioners will benefit from the well defined PLUS process and rich case studies Hurley V Blankenship II Program Manager Justice and Public Safety Science Applications International Corporation The Product Line UML based Software engineering PLUS is leading edge With the author s wide experience and deep knowledge PLUS is well harmonized

with architectural and design pattern technologies Michael Shin Assistant Professor Texas Tech University Long a standard practice in traditional manufacturing the concept of product lines is quickly earning recognition in the software industry A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments When skillfully implemented a product line strategy can yield enormous gains in productivity quality and time to market Studies indicate that if three or more systems with a degree of common functionality are to be developed a product line approach is significantly more cost effective To model and design families of systems the analysis and design concepts for single product systems need to be extended to support product lines Designing Software Product Lines with UML shows how to employ the latest version of the industry standard Unified Modeling Language UML 2 0 to reuse software requirements and architectures rather than starting the development of each new system from scratch Through real world case studies the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines This book describes a new UML based software design method for product lines called PLUS Product Line UML based Software engineering PLUS provides a set of concepts and techniques to extend UML based design methods and processes for single systems in a new dimension to address software product lines Using PLUS the objective is to explicitly model the commonality and variability in a software product line Hassan Gomaa explores how each of the UML modeling views use case static state machine and interaction modeling can be extended to address software product families He also discusses how software architectural patterns can be used to develop a reusable component based architecture for a product line and how to express this architecture as a UML platform independent model that can then be mapped to a platform specific model Key topics include Software product line engineering process which extends the Unified Development Software Process to address software product lines Use case modeling including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common optional and alternative product line features Static modeling including modeling the boundary of the product line and information intensive entity classes Dynamic modeling including using interaction modeling to address use case variability State machines for modeling state dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component based distributed design using the new UML 2 0 capability for modeling components connectors ports and provided and required interfaces Detailed case studies giving a step by step solution to real world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field The information technology and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design quality and efficiency to the next level An enhanced online index allows readers to quickly and easily search the entire text for specific topics   Succeeding with Use Cases Richard Denney,2005 From best selling author and noted teacher and speaker

Yehuda Berg comes a thought provoking call to action on our current global crisis Positing that our collective abdication of responsibility in every facet of our lives including business and the economy the environment government and politics healthcare education and religion has contributed to the problems and challenges we face Berg asserts that taking responsibility for our actions or lack thereof and their consequences is the key to achieving change for the better Berg urges readers to access the power within each of us using the principles of Kabbalah in order to create the consciousness shift required for lasting positive change   Using UML R. J. Pooley,Perdita Stevens,1999 This textbook develops an understanding of the software development process and provides design practice using UML Focusing on design techniques it describes the software process and lifecycle and covers the main terms and concepts of object orientation and component based engineering Case studies illustrate the issues involved in real life design including real time systems data oriented and component based design   **ATL Internals** Chris Tavares,2007 The Active Template Library ATL is a set of small efficient and flexible classes created by Microsoft that facilitate the creation of interoperable components for developing Windows applications The latest version of ATL is version 8 released with Visual Studio 2005 While NET has been getting all the attention recently there is still a huge base of installed COM ATL code Many programmers are dealing with difficult issues adding new NET code to that installed base At the same time there are many instances where ATL is still the superior choice for new applications applications that have to run fast and efficiently on Windows where the CPU doesn t have the memory or bandwidth to run NET This book will be a godsend to developers in both of those situations As one tech reviewer put it Any programmer needing to transition ATL code to NET will need this book The first edition was widely praised and sold close to 20 000 units While ATL is no longer the cutting edge of Microsoft developer tools there should still be a strong market for authoritative complete deep coverage of the newest version of this standard tool   Modeling XML Applications with UML David Carlson,2001 XML is rapidly becoming the standard platform for delivering e Business information and integrating e Business systems XML developers desperately need mature software development processes and tools for developing effective applications David Carlson fills the gap showing exactly how to leverage the worldwide UML standard for modeling complex systems in advanced XML development In Modeling XML Applications with UML he presents the first comprehensive framework for modeling communications in any B2B software system Carlson presents in depth coverage of UML based analysis design and modeling of XML content within e Business environments The book includes detailed coverage of using UML to support the creation of new XML based B2B vocabularies and industry portals that reflect the requirements of several key stakeholder communities including consumers business analysts web application specialists system integration specialists and content developers Carlson presents several B2B use cases and then decomposes them into scenarios illustrated with class diagrams sequence diagrams and activity diagrams showing how XML fits into an overall e Business solution Each chapter concludes with steps for success that distill UML s general principles into specific

recommendations for action   *UML and the Unified Process* Jim Arlow,Ila Neustadt,2002 1 What is UML 2 What is the Unified Process 3 The requirements workflow 4 Use case modeling 5 Advanced use case modeling 6 The analysis workflow 7 Objects and classes 8 Finding analysis classes 9 Relationships 10 Inheritance and polymorphism 11 Analysis packages 12 Use case realization 13 Advanced use case realization 14 The design workflow 15 Design classes 16 Refining analysis relationships 17 Interfaces and components 18 Use case realization design 19 Basic statecharts 20 Advanced statecharts 21 The implementation workflow 22 Components 23 Deployment   **Software Configuration Management Strategies and Rational ClearCase** Brian A. White,2000 An introduction to the core practices of software configuration management a software engineering discipline that secures against cost over runs while insuring project timeliness and quality   *UML Components* John Cheesman,John Daniels,2001 The UML was conceived and first implemented as a language for describing the design of object oriented programs Its widespread adoption and inherent flexibility has inevitably led to its use in other areas including the design of component based systems While it is not a perfect fit for component based development this book describes how best to use UML 1 3 in the specification and design of medium to large systems that utilize server side component technologies   *Adopting the Rational Unified Process* Stefan Bergström,Lotta Råberg,2004 Helps organizations tackle the complexity of implementation and begin seeing immediate return on their significant RUP investment Another in a successful line of books from authors at Rational IBM and the latest in the acclaimed Object Technology Series Significant co marketing opportunities with Rational IBM   **Proceedings** ,2001

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