UMLEmb: UML for Embedded Systems

I. Introduction

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Goals

System specification (includes software specification)
Goals (Cont.)

- To propose a method, a language, and a tool, that can be applied to the design of a broad variety of systems
  - Real-time and embedded systems
  - Transportation systems, smart objects, ...

- To practice modeling using a UML/SysML framework

- To answer your questions

- To interact together e.g. be able to evaluate the model of someone else
  - And be able to evaluate your own work!
Origin of this Course

- This course was designed with Prof. Pierre de Saqui-Sannes, ISAE Sup’Aero
- It has been used worldwide for years in different formats for:
  - Master students
  - Tutorials in international conferences
  - Trainings in companies
Outline of the Lectures and Labs

From a system specification, you will learn how to:

- Capture system requirements
- Analyze the system
- Design the system
- Validate the system

All stages will be explained with UML/SysML models

BTW: Do you know what is a system specification?
Lecture Organization

Applies only to Eurecom students

Lectures: ~4 sessions
- Presentation of SysML diagrams
- Exercises

Labs: ~3 sessions
- Modeling a system with TTool
  - Requirements, analysis, design, validation

Grading policy
- 30% on labs. Attendance is therefore obligatory.
- 70% on exam. (Exam is like a lab).
Recommended Books

(Also available on the course’s website)

- F. Kordon et al, "Embedded systems : Analysis and modeling with SysML, UML and AADL"
- D. Alan et al, "Systems analysis and design with UML version 2.0: an object-oriented approach"
- L. Doldi, "UML 2 illustrated - Developing real-time and communications systems"
- See the ”link” section of UMLEmb website for videos of examples on how to model with similar aproaches
Outline

Introduction to modeling

OMG, UML and SysML

UML/SysML for Embedded Systems
Outline

Introduction to modeling

OMG, UML and SysML

UML/SysML for Embedded Systems
Designing Embedded Systems

How to Handle Complexity?
Modeling and verification!
(But there are other options)
Modeling is not Really a New Technique... 

...and it is not limited to Software!
Modeling is not Really a New Technique...

"If you fail to plan, you are planning to fail!"

Painting by Duplessis.  
Abstraction Level

**How to create a stable data model**

(source: Geek and Poke, 2013)
So, What is Modeling?

A modeling = An abstraction of the system to design
- Representation of the main functionalities of a complex system
- Non relevant details are ignored

Abstractions make it possible to deal with complexity
An engineer, or a development team, cannot have a global understanding of complex systems

A modeling is a view of a system according to some assumptions
Software Development Techniques for E. S.

**Code-based approaches**

- **Extreme Programming**
  - Strongly tested step-by-step code increments

- **Agile Software Development**
  - Focus on change in specification

**Model-based approaches**

- **V-Cycle**
  - KAOS, AADL, MDE, . . .

- **Formal models**
  - B, LOTOS, Petri nets, . . .
Outline

Introduction to modeling

OMG, UML and SysML

UML/SysML for Embedded Systems
What is UML?

UML = Unified Modeling Language

Main characteristics of UML

- Standard graphical modeling language for complex systems
  - Defined by OMG
- Specification, design, automatic code generation, documentation
- Independent of any programming language
- Object-oriented design
- Supported by many CASE Tools
  - CASE = Computer-Aided Software Engineering
- But: No standard UML methodology
Origin of UML

- Booch
- Rumbaugh
- Jacobson
- Odell
- Meyer
- Shlaer-Mellor
- Harel
- Gamma et al.
- Wirfs-Brock
- Embly
- Fusion

UML

Classification
Object life cycles
Frameworks, patterns, notes
Singleton classes
Pre- and post-conditions
State charts
Responsibilities
Operation descriptions
Message numbering
Genesis of UML

- OOSE (Jacobson et al.)
- Booch
- OMT (Rumbauch et al.)
- Statecharts (1980s)
- MSC & SDL (1993)
- ROOM (1994)
- UML 0.9 (1996)
- UML 1.1 (1997)
- UML 1.5 (2003)
- UML 2.0 (2005)
- UML 2.5 (2015)
OGM: Object Management Group

- Non-profit organization
- Goal: definition of standards related to object-oriented services
  - MOF, UML, XMI, CWM, CORBA (includes IDL, IIOP)
- 11 creating members
  - Hewlett-Packard, IBM, Sun Microsystems, Apple Computer, American Airlines, Data General, . . .
- Nowadays: ∼300 members
  - https://www.omg.org/cgi-bin/apps/membersearch.pl
Outline

Introduction to modeling

OMG, UML and SysML

UML/SysML for Embedded Systems
UML for Embedded Systems

Specificity of embedded systems

- **Strict constraints**
  - Performance constraints, real-time constraints, limited resources, etc.

→ **Specific UML operators, diagrams, methodologies, toolkits**

- Make use of some UML diagrams rather than others
- Make use of simulation techniques as soon as possible in the development cycle
- Specific UML toolkits
- Profiles
UML Profiles

Definition

- UML defines extension mechanisms to e.g.,
  - Define new operators
  - Provide a semantics
  - Give a methodology

Example of profiles

- Profiles defined by OMG (e.g., SPT, MARTE, SysML)
- Profiles defined by tool vendors (e.g. in Rhapsody, Artisan)
- User-defined and company-defined profiles
From UML to SysML

What’s wrong with UML? (as far as system modeling is concerned)

- Objects are for computer-literates, not for systems engineers
- Requirements are described outside the model using, e.g., IBM DOORS
- Allocation relations are not explicitly supported

Nevertheless SysML is a UML 2 profile

- Developed by the Object Management Group (OMG) and the International Council on Systems Engineering (INCOSE)

SysML standard:
www.omgsysml.org
SysML

- **An international standard** at OMG
  - UML profile

- **A graphical modelling language** that supports the specification, analysis, design, verification, and validation of systems that include hardware, software, data, staff, procedures, and facilities

- **A notation**, not a method

- **Proprietary tools**
  - Enterprise Architect, Rhapsody, Modelio, ...

- **Free software tools**
  - Polarsys, Papyrus, **TTool**, ...

- **User communities**
  - http://sysmlfrance.blogspot.com/
  - http://sysmlbrasil.blogspot.fr/p/sysml-brasil.html
SysML Diagrams vs. UML Diagrams

- **SysML Diagram**
  - **Behavior Diagram**
    - Activity Diagram
  - **Requirement Diagram**
    - Sequence Diagram
  - **Structure Diagram**
    - State Machine Diagram
    - Use Case Diagram
    - Block Definition Diagram
    - Internal Block Diagram
    - Package Diagram
    - Parametric Diagram

- Same as UML 2
- Modified from UML 2
- New diagram type
From SysML to AVATAR

- AVATAR reuses most SysML diagrams
  - Requirement capture: requirement diagrams
  - Analysis: use case, sequence and activity diagrams
  - Design: block and state machines diagrams

- AVATAR does not entirely comply with the OMG-based SysML
  - In AVATAR, block diagrams merge block and internal block diagrams
  - AVATAR does not support continuous flows

- AVATAR gives a formal semantics to several diagrams, including:
  - Block instance and state machine diagrams
    - Starting point for simulation, verification and code generation
TTool: A Multi Profile Platform

TTool

- Open-source and free toolkit mainly developed by Telecom Paris
- Multi-profile toolkit
  - DIPLODOCUS, AVATAR, ...  
- Support from academic (e.g. LIP6, ISAE) and industrial partners (e.g., Nokia)

Main ideas

- Lightweight, easy-to-use toolkit
- Simulation with model animation
- Formal proof at the push of a button
So, what’s next?

1. **Modeling in SysML/AVATAR**
   - Methodology
   - Diagrams

2. **Validation**
   - Simulation
   - Formal verification
   - Code generation, and execution of that code