

UML4COP: UML-based DSML for Context-Aware Systems

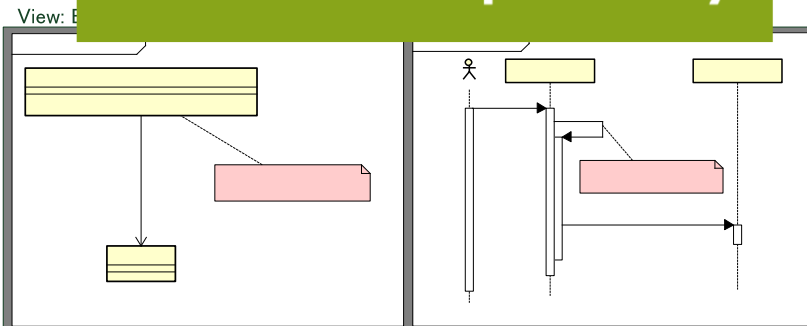
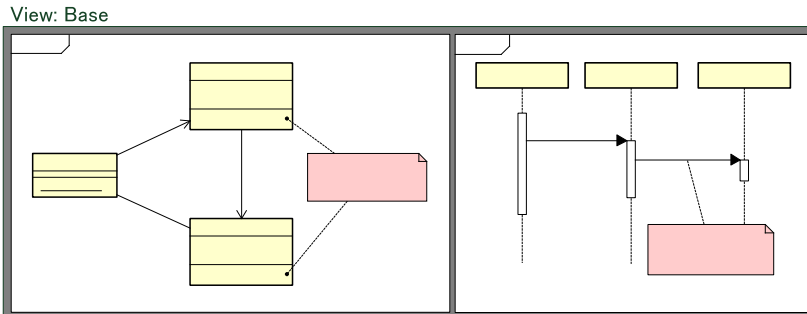
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Overview



MDSOC (Multi-Dimensional Separation of Concerns)

Development of context-aware systems is not easy !



UML4COP: UML-Based DSML for designing context-aware systems



COP (Context-Oriented Programming)
Context can be treated as a module!

Outline

- Motivation
- UML4COP
- Program Implementation Based on UML4COP
- Discussion and Future work

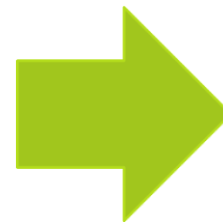
Motivation

Motivation

- Context-awareness plays an important role in developing adaptive software.
- However, it is not easy to design and implement such a context-aware system, because its system configuration can be dynamically changed.
- It is hard to check whether a design model is correctly implemented and its behavior is faithful to the design.

COP: New Programming Paradigm

- COP (Context-Oriented Programming) can treat context as a software module.
- Layer-based modularization.
- ContextJ*, ContextJ, Jcop, ContextL.
- We apply the notion of COP to a design method for developing context-aware systems.



UML4COP

Example: ContextJ*

Employer

Person

Address Layer

Employment Layer

Name: Tanaka; Address: Kyoto

Name: Tanaka; Address: Kyoto;
[Employer] Name: Suzuki; Address: Tokyo

```
public class Employer implements IPerson {
```

```
    layers.define(Layers.Address, new IAddress() {
```

```
        public String toString() {
```

```
            return layers.next(this) + "; Address: " + address;}}
```

```
    public void evaluate() {
```

```
        with(Layers.Address, new IAddress() {
```

```
            public void evaluate() {
```

```
                layers.define(Layers.Employment, new IPerson() {
```

```
                    public String toString() {
```

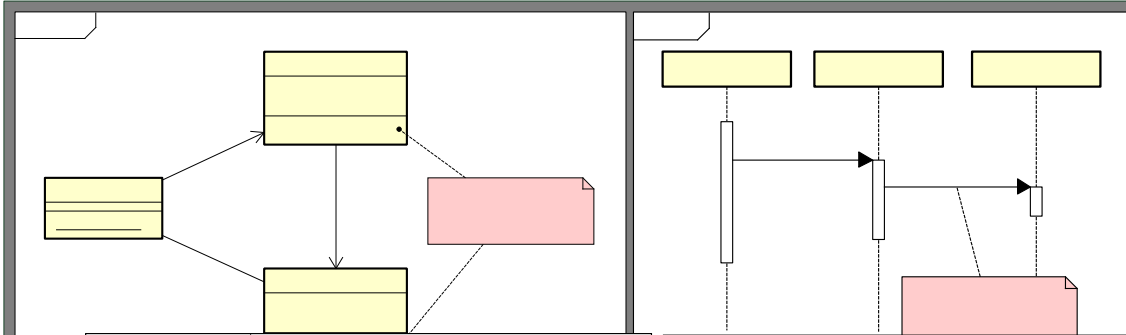
```
                        return layers.next(this) + "; [Employer] " + employer;}}
```

```
                return layers.next(this) + "; Address: " + address;}}
```

Our Approach: UML4COP

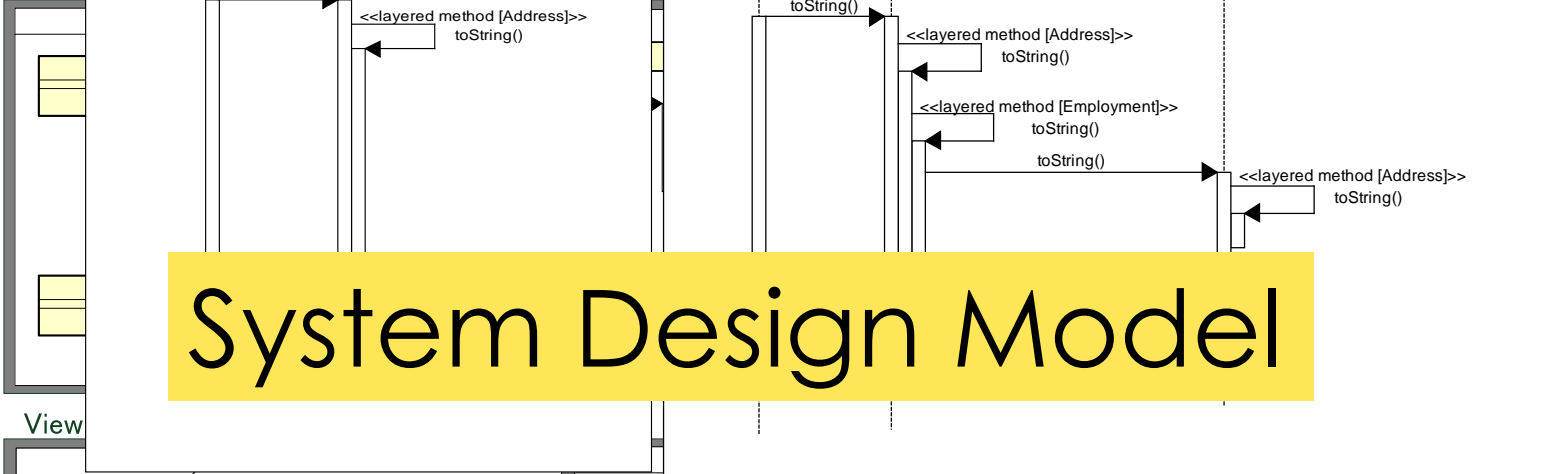
- DSML (Domain-Specific Modeling Language) for designing context-aware systems.
- Each context is modeled separately from a base design model representing only primary system behavior.
- A system design model at a certain period of time is composed by merging associated contexts.

View: Base



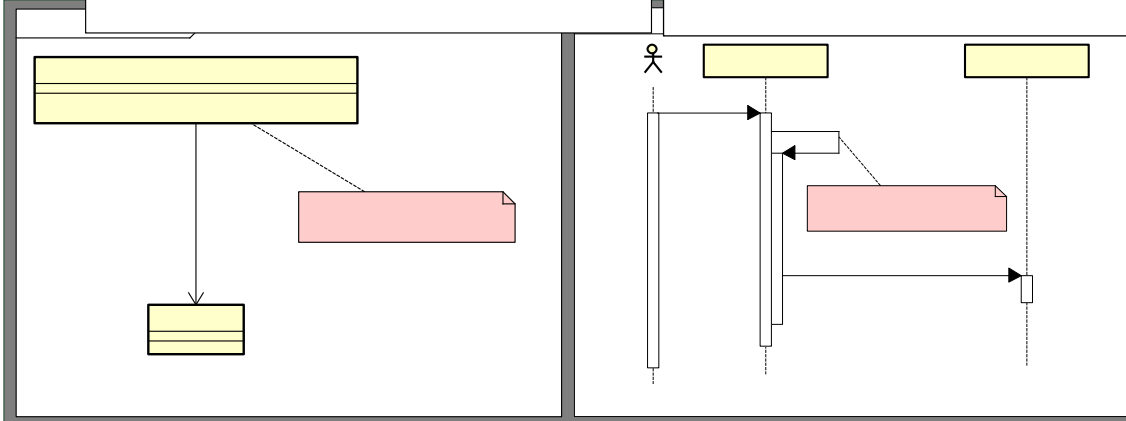
Base

View:



ext

View:



Context

UML4COP

UML4COP Models

□ View Model

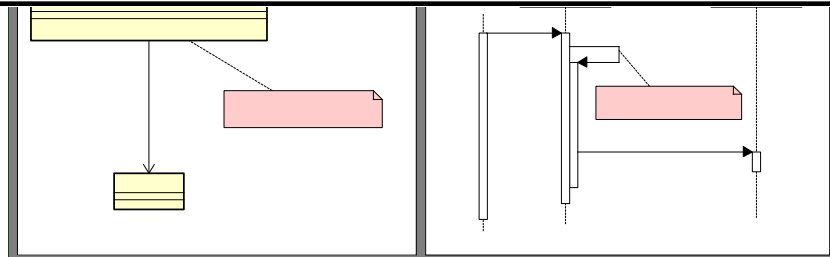
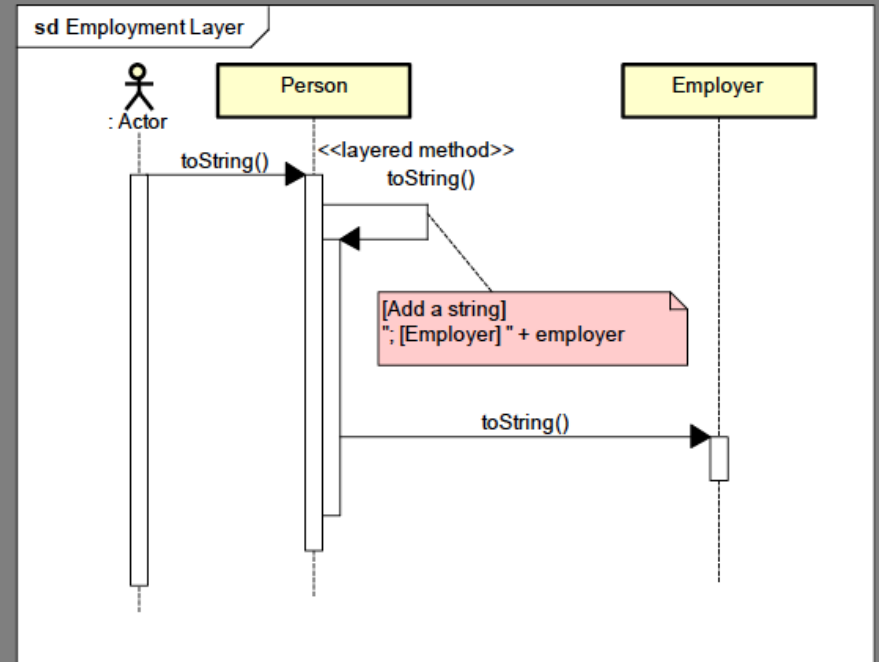
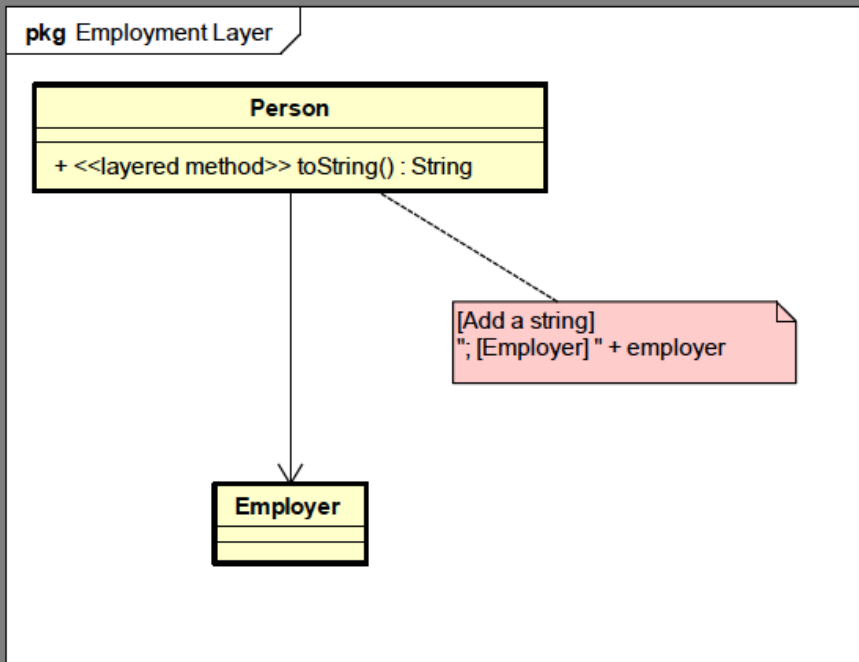
- Context representation.
- Extension of class + sequence diagrams.
- COP-specific stereotypes.
 - *<<layered method>>*

□ Context Transition Model

- Context transitions.
- Extension of state machine diagrams.
- Triggered by COP-specific events.
 - *layer in* (entering a layer)
 - *layer out* (exiting from a layer)

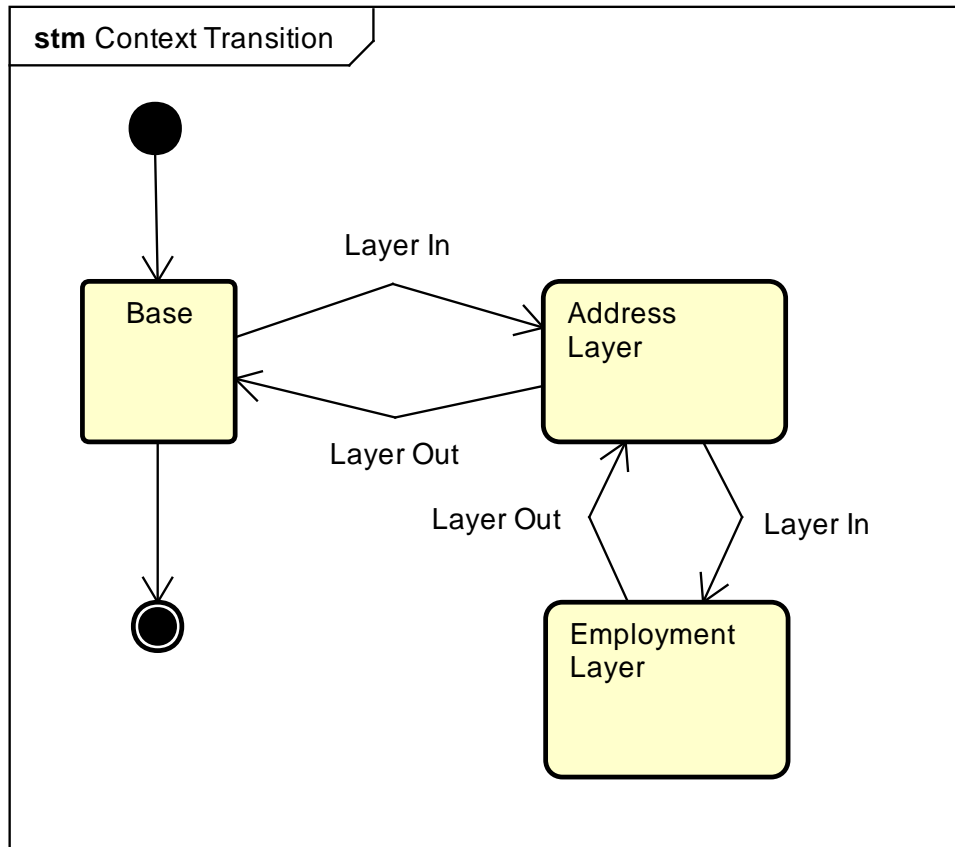
View Model

View: Employment Layer



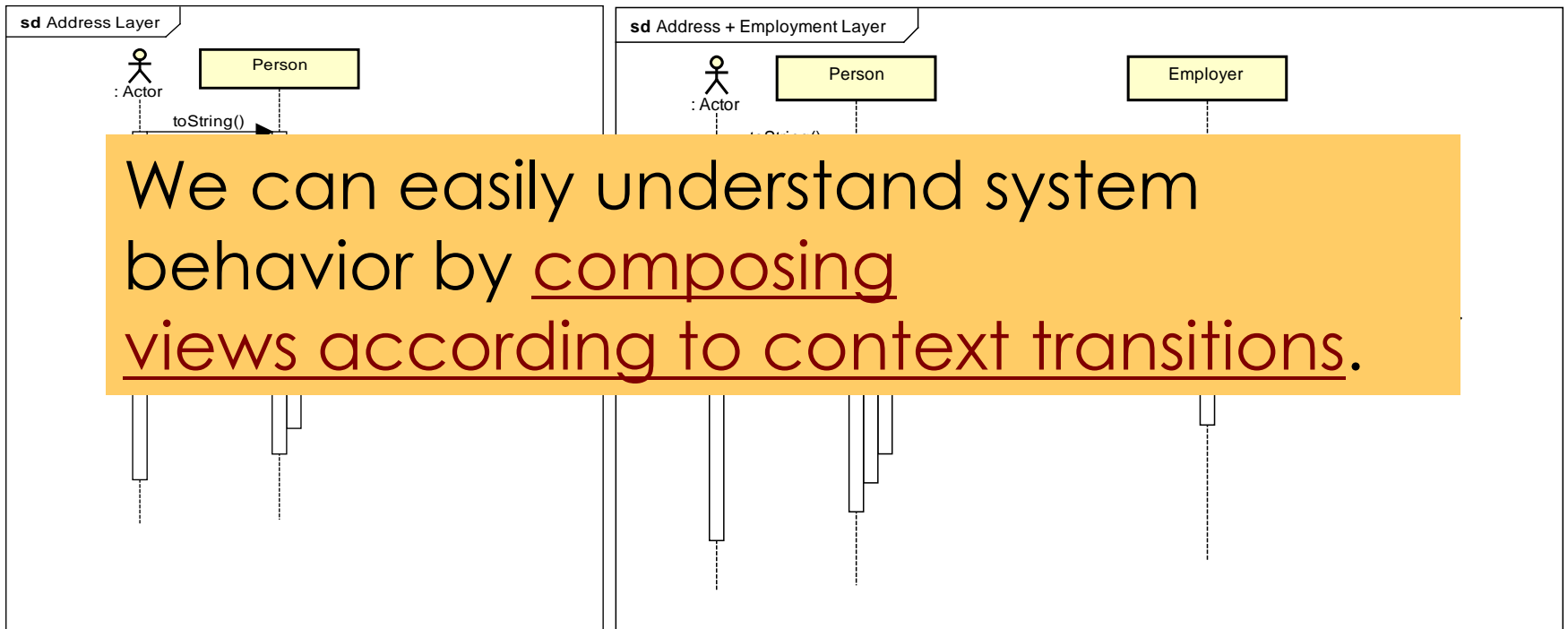
Tarr, P., Ossher, H., Harrison, W., and Sutton, S.M., Jr.:
N Degrees of Separation: Multi-dimensional Separation of Concerns,
21st International Conference on Software Engineering (ICSE'99),
pp.107-119, 1999.

Context Transition Model



The order of entering a layer can be specified.

Model Composition



Name: Tanaka; Address: Kyoto

Name: Tanaka; Address: Kyoto;
[Employer] Name: Suzuki; Address: Tokyo

Program Implementation Based on UML4COP

Translation into COP Languages

- A design model in UML4COP can be easily implemented using COP languages.
- We use ContextJ* whose language features are provided as Java classes.
- Two types of context specification
 - **Layer-in-class** (ContextJ*)
 - **Class-in-layer** (similar to AOP)

Layer in

```
[List 1]
01: public class Test {
02:     public static void main(String[] args) {
03:         final Employer suzuki =
04:             new Employer("Suzuki", "Tokyo");
05:         final Person tanaka =
06:             new Person("Tanaka", "Kyoto", suzuki);
07:
08:         with(Layers.Address).eval(new Block() {
09:             public void eval() {
10:                 System.out.println(uchio);
11:             }
12:         });
13:
14:         with(Layers.Address,
15:             Layers.Employment).eval(new Block() {
16:             public void eval() {
17:                 System.out.println(uchio);
18:             }
19:         });
20:     }
21: }
```

```
[List 2]
01: public class Layers {
02:     public static final Layer Address =
03:         new Layer("Address");
04:     public static final Layer Employment =
05:         new Layer("Employment");
06: }
```

```
[List 3]
01: public class Person implements IPerson {
02:     private String name;
03:     private String address;
04:     private IEmployer employer;
05:
06:     public Person(String newName,
07:                   String newAddress,
08:                   IEmployer newEmployer) {
09:         this.name = newName;
10:         this.address = newAddress;
11:         this.employer = newEmployer;
12:     }
13:
14:     public String toString() {
15:         return layers.select().toString();
16:     }
17:
18:     private LayerDefinitions<IPerson> layers =
19:         new LayerDefinitions<IPerson>(new IPerson() {
20:             public String toString() {
21:                 return "Name: " + name;
22:             }
23:         });
24: }
```

```
25:     layers.define(Layers.Employment,
26:         new IPerson() {
27:             public String toString() {
28:                 return layers.next(this) +
29:                     "; [Employer] " + employer;
30:             }
31:         });
32:
33:     layers.define(Layers.Address,
34:         new IPerson() {
35:             public String toString() {
36:                 return layers.next(this) +
37:                     "; Address: " + address;
38:             }
39:         });
40: }
41: }
```

```
[List 4]
01: public class Employer implements IEmployer {
02:     private String name;
03:     private String address;
04:
05:     public Employer(String newName,
06:                     String newAddress) {
07:         this.name = newName;
08:         this.address = newAddress;
09:     }
10:
11:     public String toString() {
12:         return layers.select().toString();
13:     }
14:
15:     private LayerDefinitions<IEmployer> layers =
16:         new LayerDefinitions<IEmployer>(new IEmployer() {
17:             public String toString() {
18:                 return "Name: " + name;
19:             }
20:         });
21:
22:     { layers.define(Layers.Address,
23:         new IEmployer() {
24:             public String toString() {
25:                 return layers.next(this) +
26:                     "; Address: " + address;
27:             }
28:         });
29:     }
30: }
```

Layered Method

Address Layer

Discussion and Future work

Everything is OK?

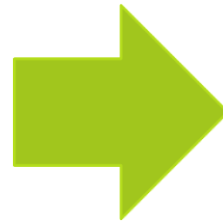
- An essential problem specific to context-awareness still remains.
- Although a UML4COP model is easy to read, it is not necessarily easy to check whether its program execution is faithful to its requirements (e.g., NFR).

Future Work

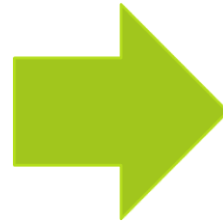
- We are developing RV4COP, a runtime verification mechanism based on UML4COP.
- Both a system design model and actual execution trace data at a certain period of time are translated into a logical formula.
- We use an SMT (Satisfiability Modulo Theories) solver, a tool for deciding the satisfiability of logical formulas.

RV4COP

UML4COP
NFR specification



Execution Trace Data

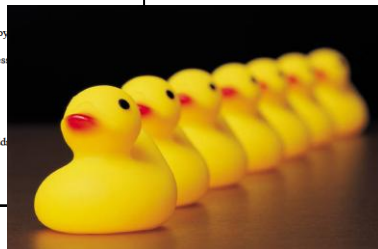


Logical Formula

+

Logical Formula

No.	Execution Event (Context)*	Information
01:	[Layer with]	Address
02:	[Method call]	println
03:	[Method execution]	
04:	[Method call]	toString (Person)
05:	[Method execution]	
06:	[Layered method call]	toString (Person's Address layer)
07:	[Layered method execution]	
08:	[Base method call]	toString (Person)
09:	[Base method execution]	
10:	[Layer without]	
11:	[Layer with]	Address
12:	[Layer with]	Employment
13:	[Method call]	println
14:	[Method execution]	
15:	[Method call]	toString (Person)
16:	[Method execution]	
17:	[Layered method call]	toString (Person's Employ
18:	[Layered method execution]	
19:	[Layered method call]	toString (Person's Address
20:	[Layered method execution]	
21:	[Base method call]	toString (Person)
22:	[Base method execution]	
23:	[Method call]	toString (Employer)
24:	[Method execution]	
25:	[Layered method call]	toString (Employer's Add
26:	[Layered method execution]	
27:	[Base method call]	toString (Employer)
28:	[Base method execution]	
29:	[Layer without]	



SMT Solver

Summary

- UML4COP, a UML-based design method for COP, is proposed.
- UML4COP and COP improve the expressiveness for designing and implementing context-aware systems.
- As the next step, we plan to develop RV4COP.



Thank you for your attention.

