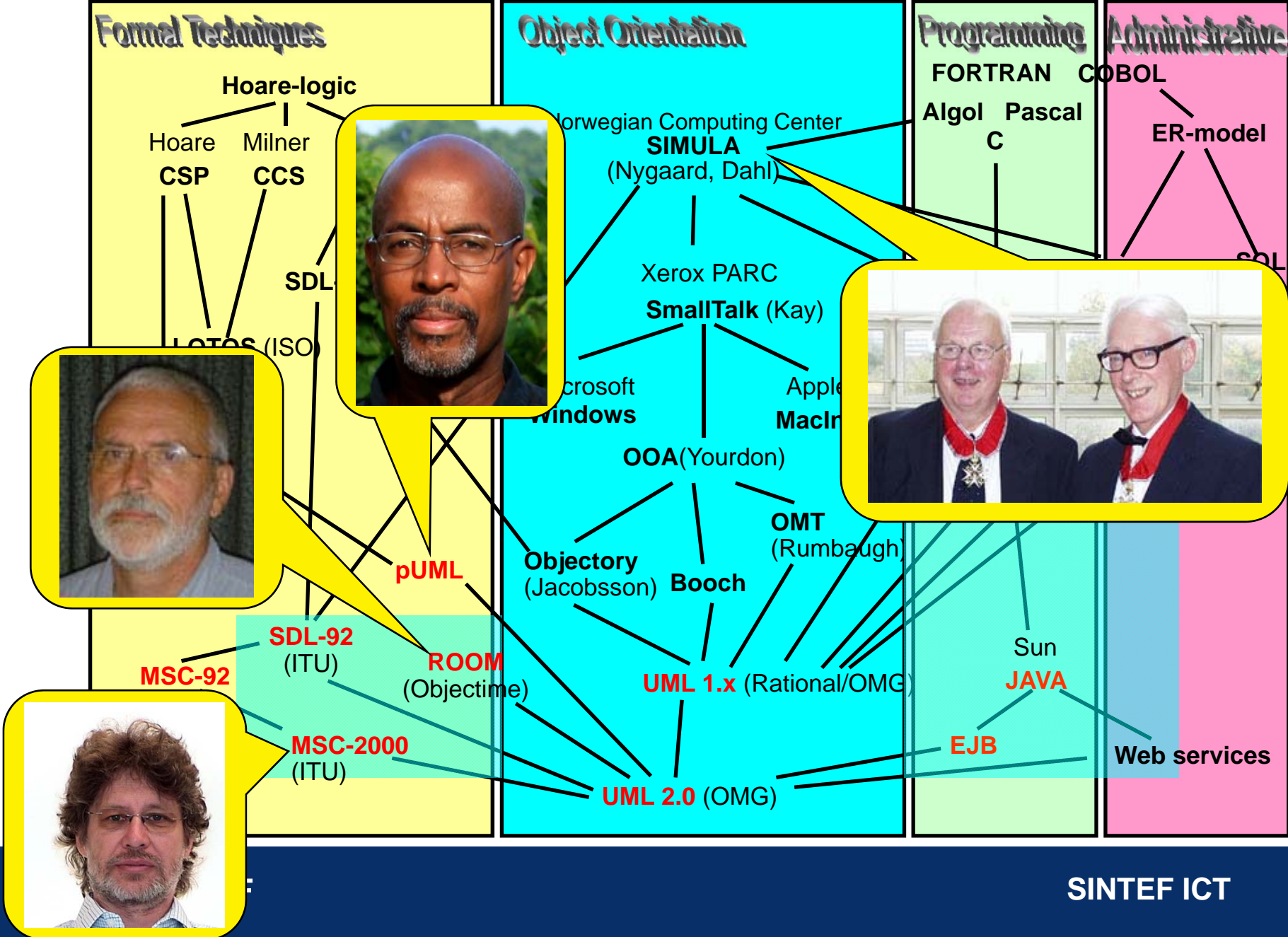


Modeling – back to the future?

Øystein Haugen
MODELS 2011
Modeling Visions
invited talk

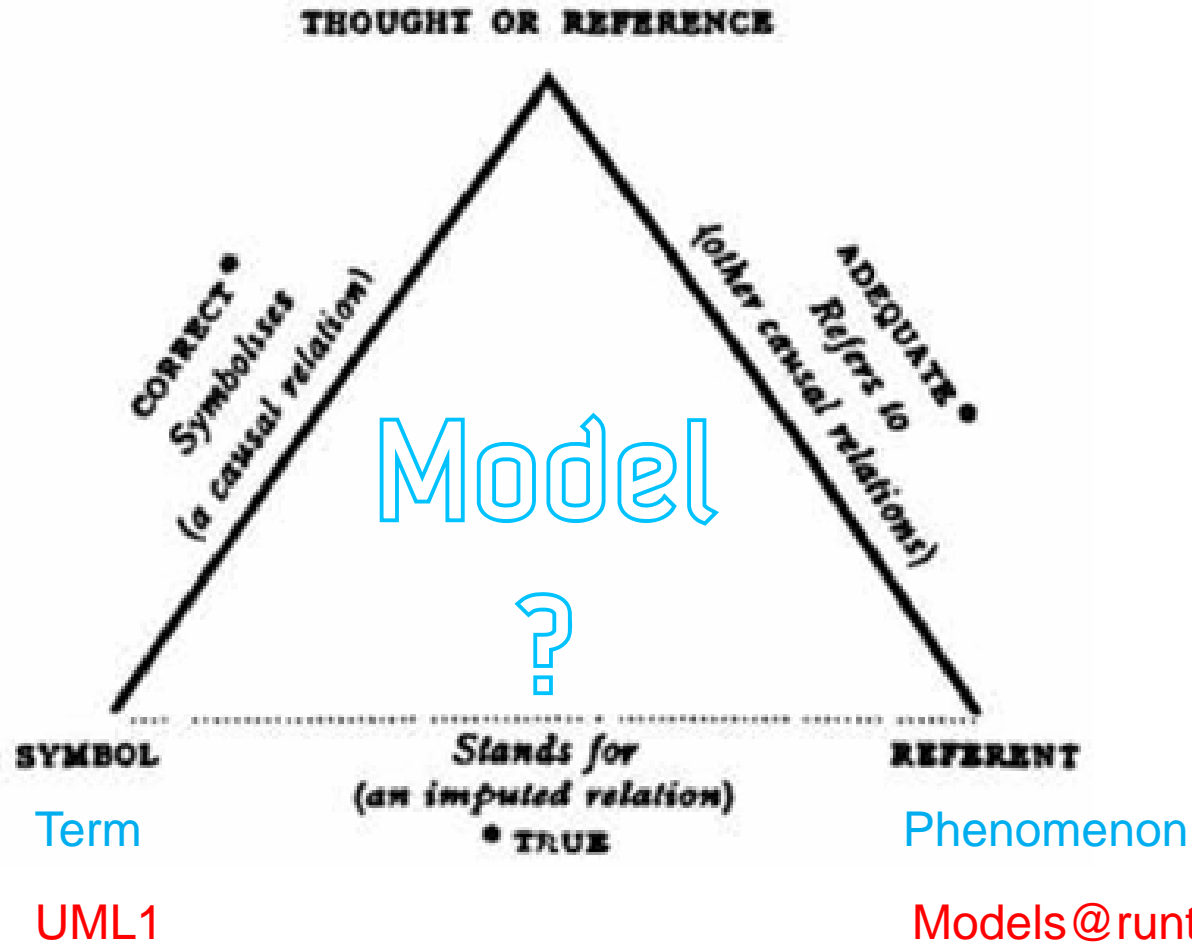
A small and biased history of languages



What's a Model?

Mathematics and Physics

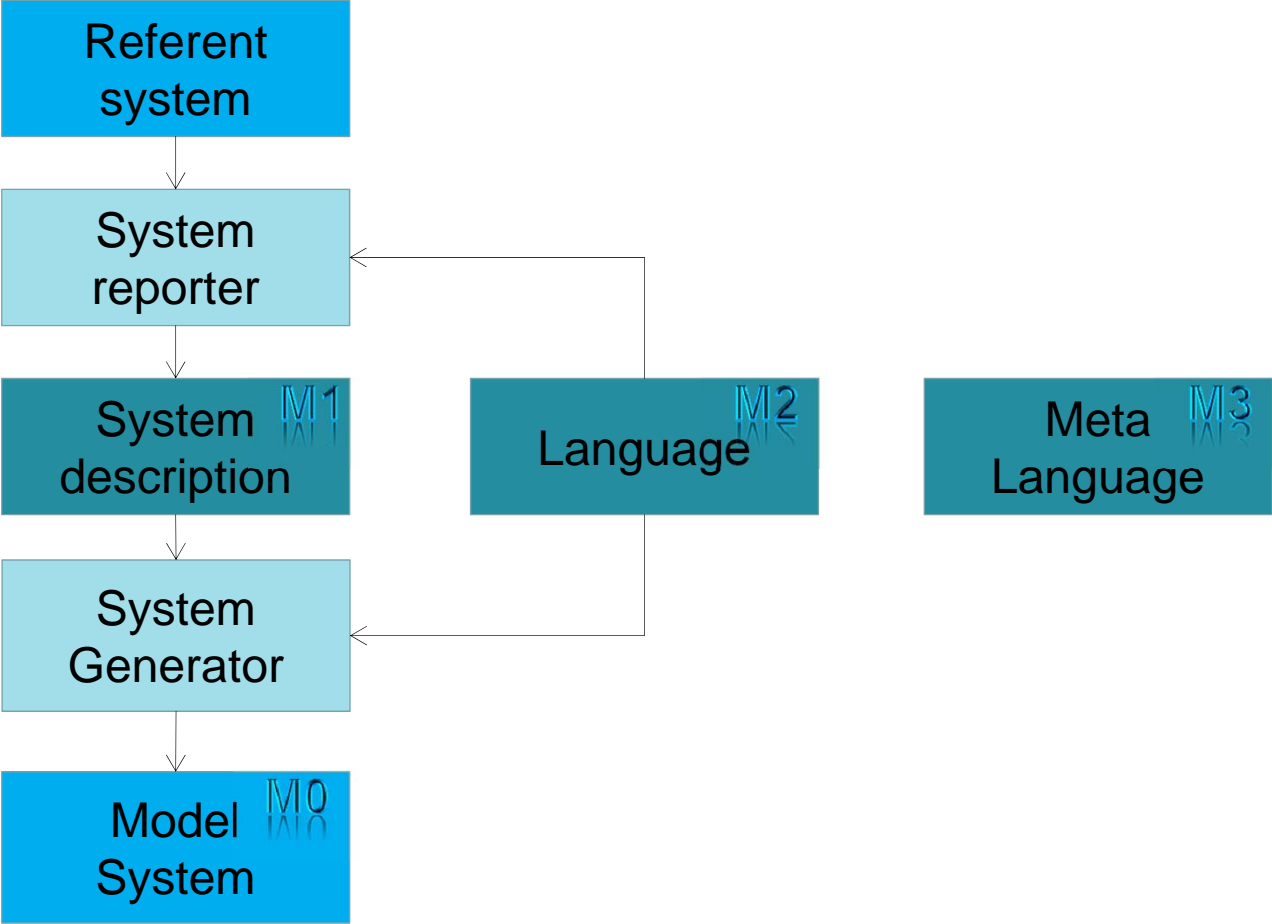
Concept



Modeling a system

- A system is a part of the world
 - which we choose to regard as a whole, separated from the rest of the world during some period of consideration, a whole which we choose to consider as containing a collection of components, each characterized by a selected set of associated data items and patterns, and by actions which may involve itself and other components
- Mental systems
 - Systems existing in the human mind, physically materialized as states of the cells of our brains
- Mental and manifest models
 - when a limited set of properties is selected from a system

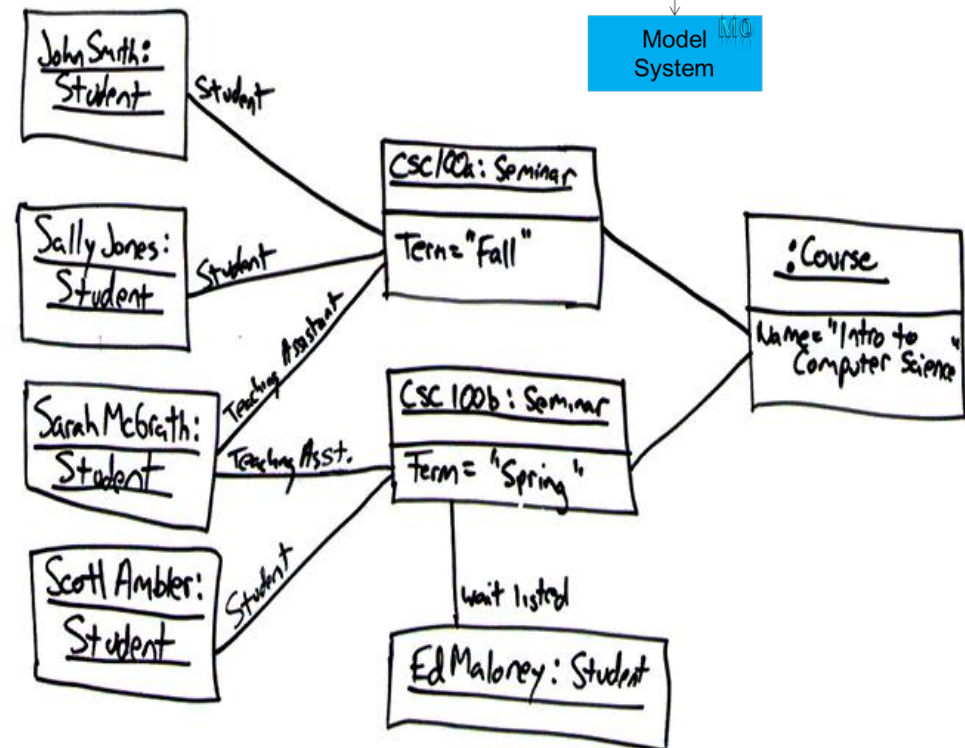
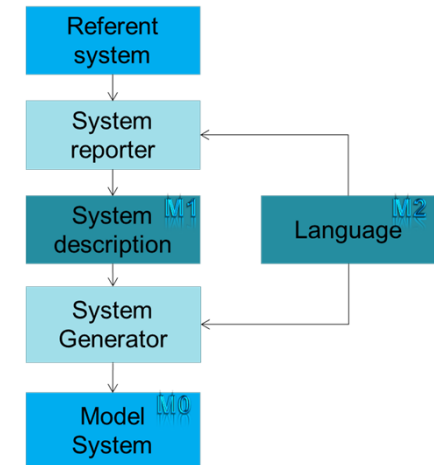
Modeling levels revisited



The Dinosaurs: Dead Ends of Modeling

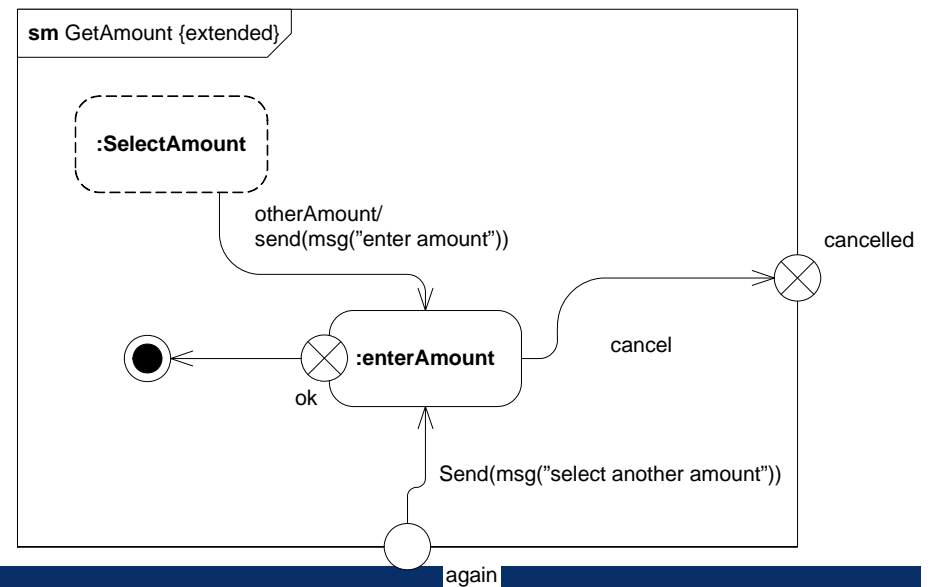
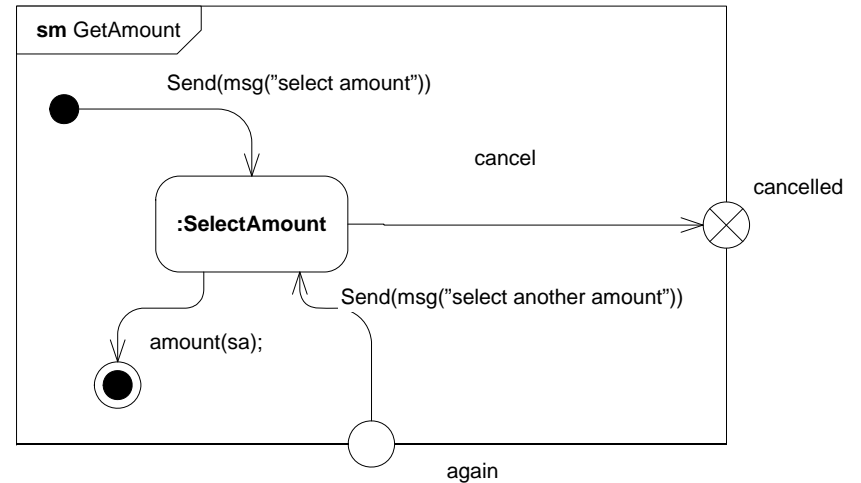
The UML Instance Model

- Confuses the distinction between concept and phenomenon
 - cf. Ogden's Triangle
 - Is an instance a phenomenon or a concept?
 - What are properties then?
- Confuses the meta levels
- Introduces a set of unnecessary concepts
 - Composite structures with constraints suffices



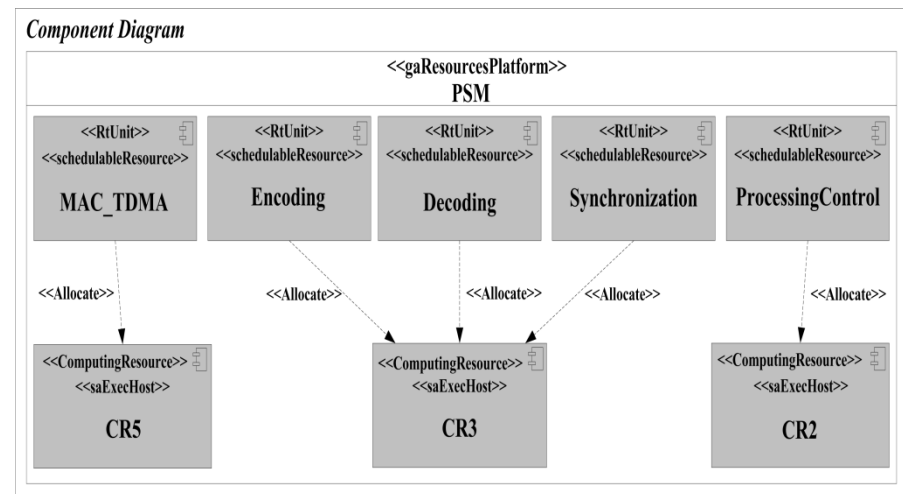
Inheritance of Behavior

- Augmenting the set of transitions in state machines
- Augmenting the set of traces of a sequence diagram



UML Profiles

- where there is a multitude of stereotypes such that UML becomes totally hidden behind new concepts
- Is the profile is consistent with its UML base?
- Piggybacking on syntax with proprietary semantics
- Grow up! Make a real DSL!



Aspect Oriented Modeling

- The modern macros:
 - you can do fantastic things,
 - but nobody else understands what you have done
 - not even you without performing the weaving
 - and you do not since that would defy the purpose
- The two pitfalls
 - perceived simple, but wrong
 - perceived complicated, but correct

The Modeling Future

- Modeling opportunities
 - What can modeling gain from modern technology
 - and what should modeling give back
- Modeling means
 - What should still remain on the modeling scene?
 - What should be the guiding principles of future modeling approaches?

Modeling opportunities

- Concrete syntax and tool behavior will merge
- Changes in description should be directly visualized with local simulation
- Descriptions will be continuously updated while it is executing
- We must reach a concept of abstract tool description
- Symbolic execution on the fly
- Verification, testing and certification concurrently – applying product line technology

Modeling Means

- The Classics – The Modeling Hall of Fame
 - Inheritance
 - with overriding?
 - State Machines
 - with hierarchical states?
 - Sequence Diagrams
 - with combined fragments?
- The MAGIC of abstraction – a taxonomy
 - M: Meta - constructs modifying other models, reflection
 - A: Aggregate - constructs for grouping and containment
 - G: Generation - constructs for dynamics of objects
 - I: Identity - constructs for defining identity relations
 - C: Concepts - constructs for typing and reuse

Modeling Needs – It's simplicated

- Must be simple yet modeling complicated matters
- Must be precise but capture fuzzy requirements
- Must be visual while modeling invisible properties
- Must be lightweight even when modeling Airbus 380
- Must combine domain specific with general, proprietary with standardized
- Must be executable and compete with programming
- Must be dynamical and adaptable at runtime
- Must be suited for V&V through empirics and analytics
- Must have tooling that is worth the money
- Must be taught with enthusiasm and dedication
- Must be applied by industry especially in times of financial crisis