

# Towards Supporting Multiple Execution Environments for UML/OCL Models at Runtime

Models@runtime Workshop 2012

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# Runtime Monitoring with USE

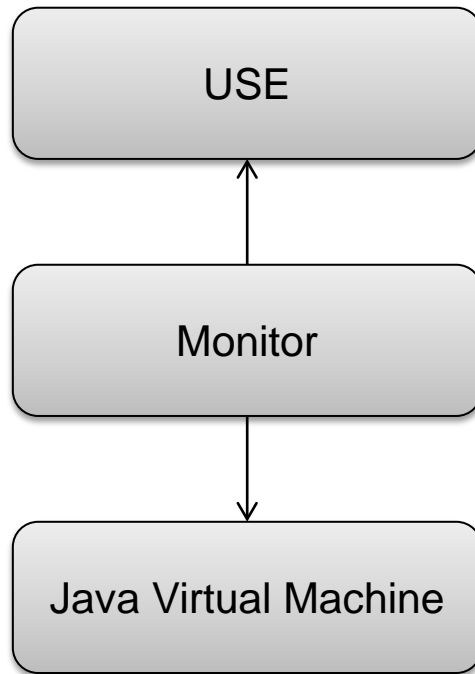
- USE: UML-based Specification Environment
  - Validate UML / OCL models by:
    - Samples / Scenarios: Given execution sequence
    - Execution: Action Language (SOIL)
    - Model Finding: Model Finder / Generator
  - Subset of UML
  - Huge subset of OCL based on formal semantics
- Monitor: 4<sup>th</sup> option to bring models to life by linking them to a runtime environment

# Example

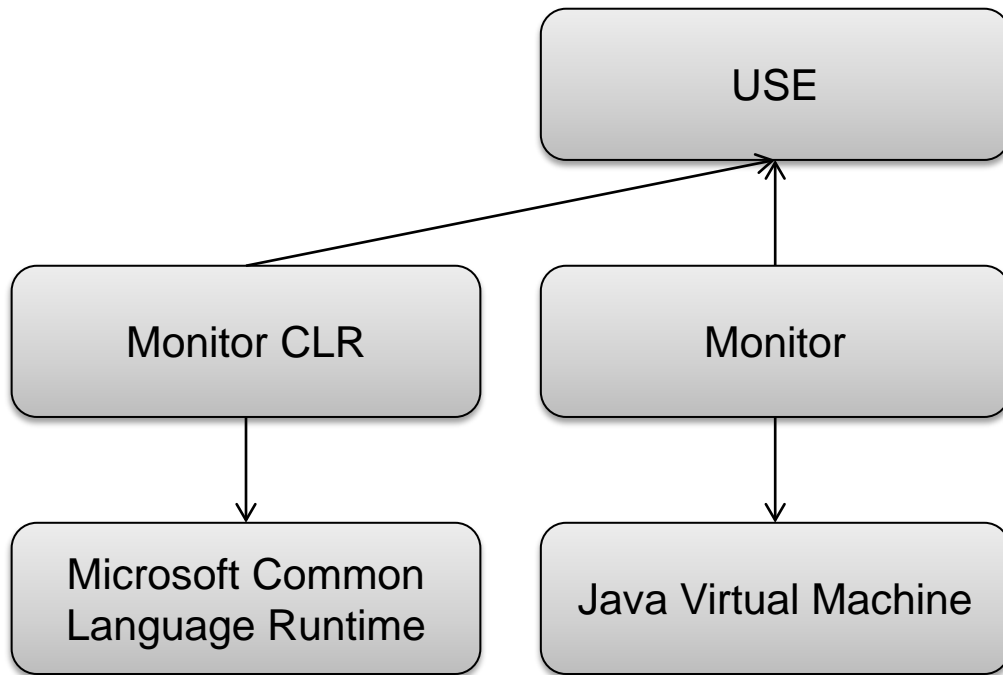
The image displays a software development environment for the game FreeCol, featuring several interconnected windows:

- USE: FreeCol\_Monitor.use**: A UML modeling tool window showing:
  - Class diagram**: A hierarchy where `Location` is the base class for `Settlement` and `Tile`. `Unit` has an association with `Location` (labeled `UnitLocation`). `Settlement` has an association with `Tile` (labeled `SettlementPlacement`). `ColonyTile` and `Colony` inherit from `Settlement`.
  - Sequence diagram**: Shows interactions between `Unit89:Unit` and `Colony5:Colony`. Messages include `buildColony(@Colony5)`, `placeSettlement()`, `claimTiles()`, `joinColony(@Colony5)`, and `setLocation(@Colony5)`.
  - Object diagram**: Shows instances of `Unit89:Unit`, `ColonyTile29:ColonyTile`, `Colony5:Colony`, and `Tile527` with their relationships.
  - State machine 'unitState'**: A state transition diagram for `Unit89:Unit`. It starts at a `start` state and transitions to an `active` state upon receiving a `create!` message. The `active` state has transitions for `joinColony(colony : Colony)/` and `putOutsideColony()` to a state where `self.state = Unit IN_COLONY`. There are also transitions back to the `active` state based on location changes.
- Monitor Control**: A control panel with buttons for `Connect`, `Pause`, and `Stop`. It includes settings for the `USE model` (FreeCol), `Adapter` (JVMAAdapter), and `Adapter settings` (Host: localhost, Port: 6000, Max. instances: 10000).
- FreeCol 0.9.2**: The game interface showing a map with a colony named `Isabella` and a unit named `Jamestown`. The interface includes a `Game View`, `Orders`, `Report`, and `Colopedia` menu. The status bar shows `Score: 136`, `Gold: 0`, `Tax: 0%`, and `Year: 1499`. A `Caravel` unit is shown with `Moves: 4/4`.

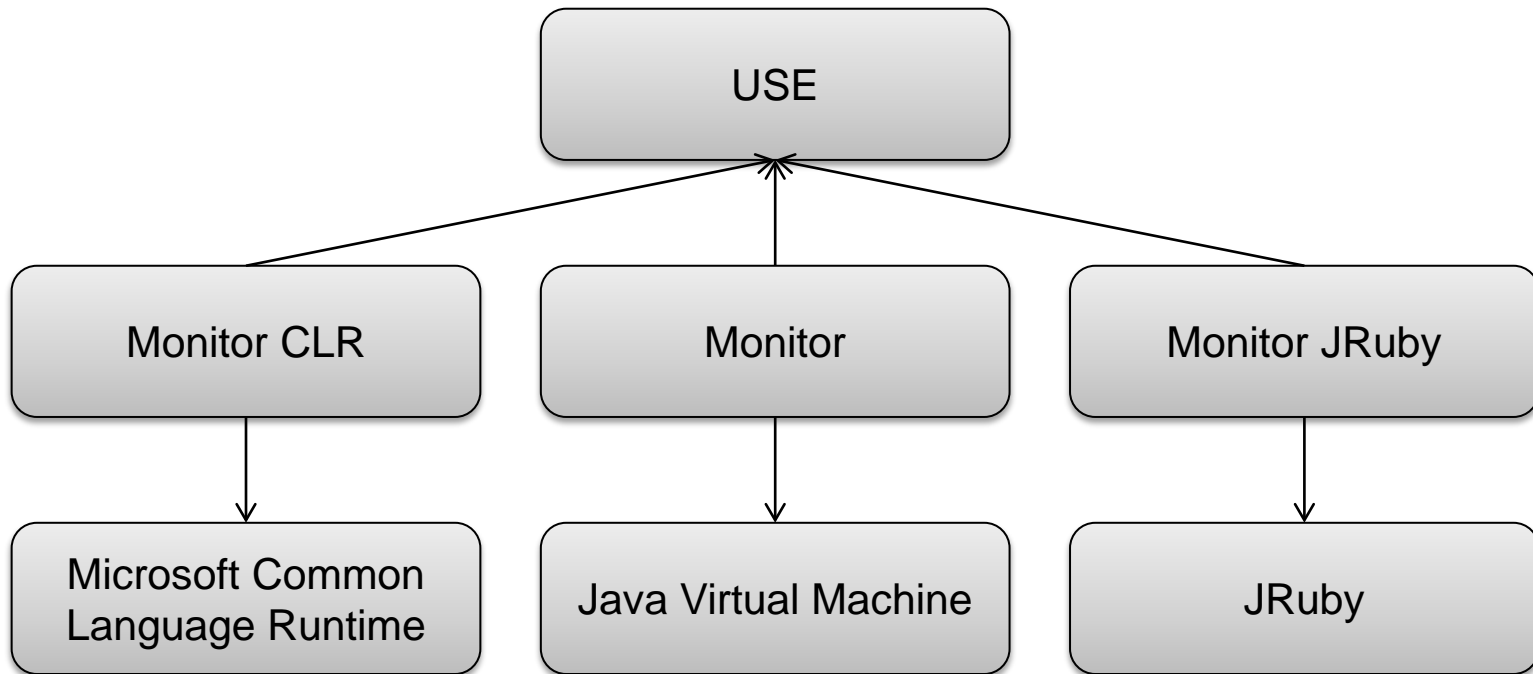
# Overall idea



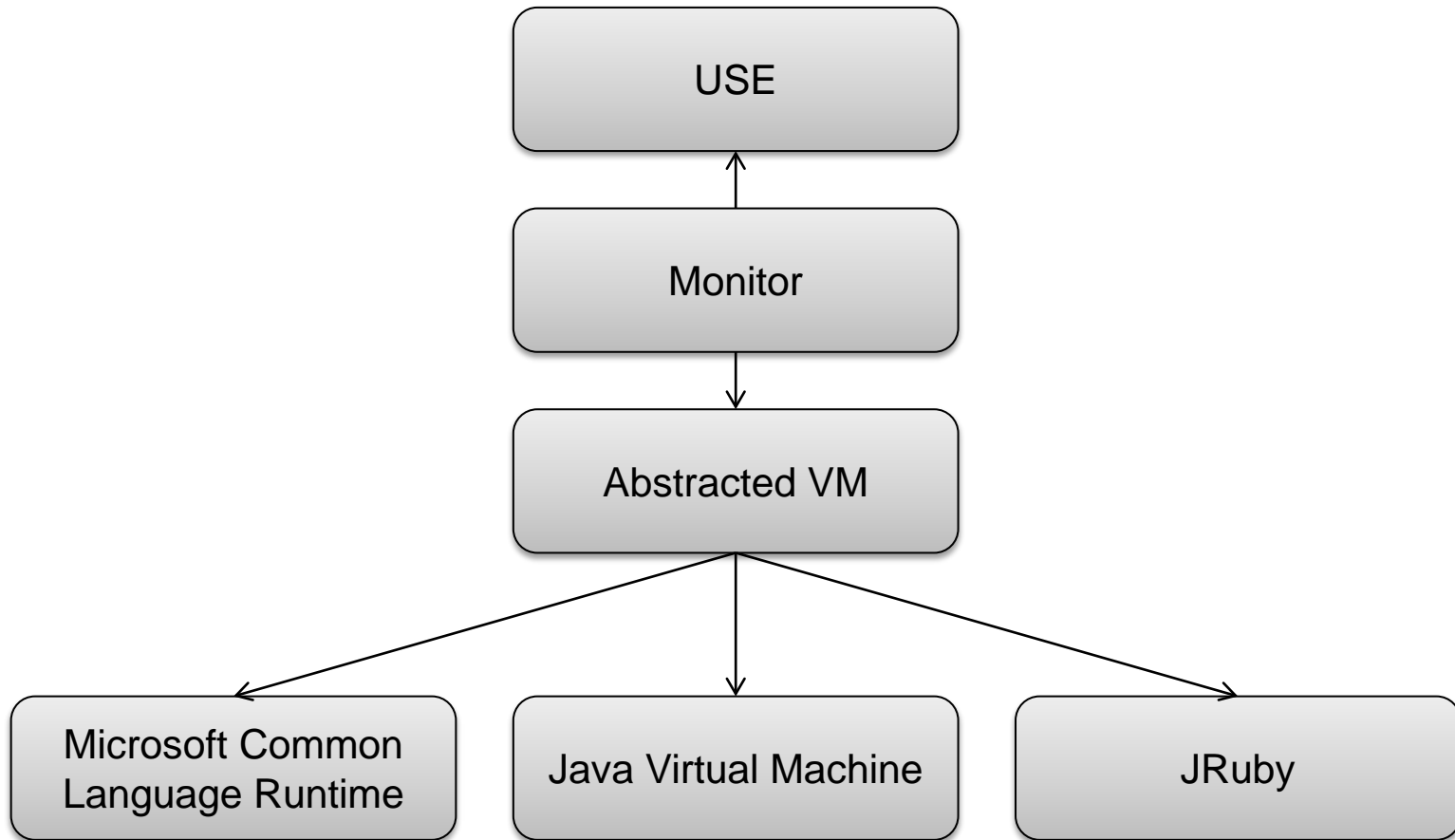
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# Conclusion and Outlook

- Common Meta-Model for Monitoring
  - Static (Snapshot)
  - Dynamic (Call-Sequences)
- Our target: Object-Oriented Virtual Machines
  - Java, CLR
- Possible other targets
  - JRuby as a language build on-top of another