



Sequence Diagrams – language and method

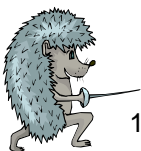
Version 080901



Sequence Diagrams

- Sequence Diagrams are
 - simple
 - powerful
 - readable
 - used to describe interaction sequences
- History
 - Has been used for a number of years informally
 - Standardized in 1992 in Z.120 (Message Sequence Charts - MSC)
 - Last major revision of MSC is from 1999 (called MSC-2000)
 - Formal semantics of MSC-96 is given in Z.120 Annex B

 - Included in UML from 1999, but in a rather simple variant
 - UML 2.0 <http://www.uml.org/>



Purpose

- Emphasizes the interaction between objects indicating that the interplay is the most important aspect
 - Often only a small portion of the total variety of behavior is described improve the individual understanding of an interaction problem
- Sequence Diagrams are used to ...
 - document protocol situations,
 - illustrate behavior situations,
 - verify interaction properties relative to a specification,
 - describe test cases,
 - document simulation traces.



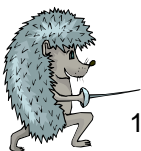
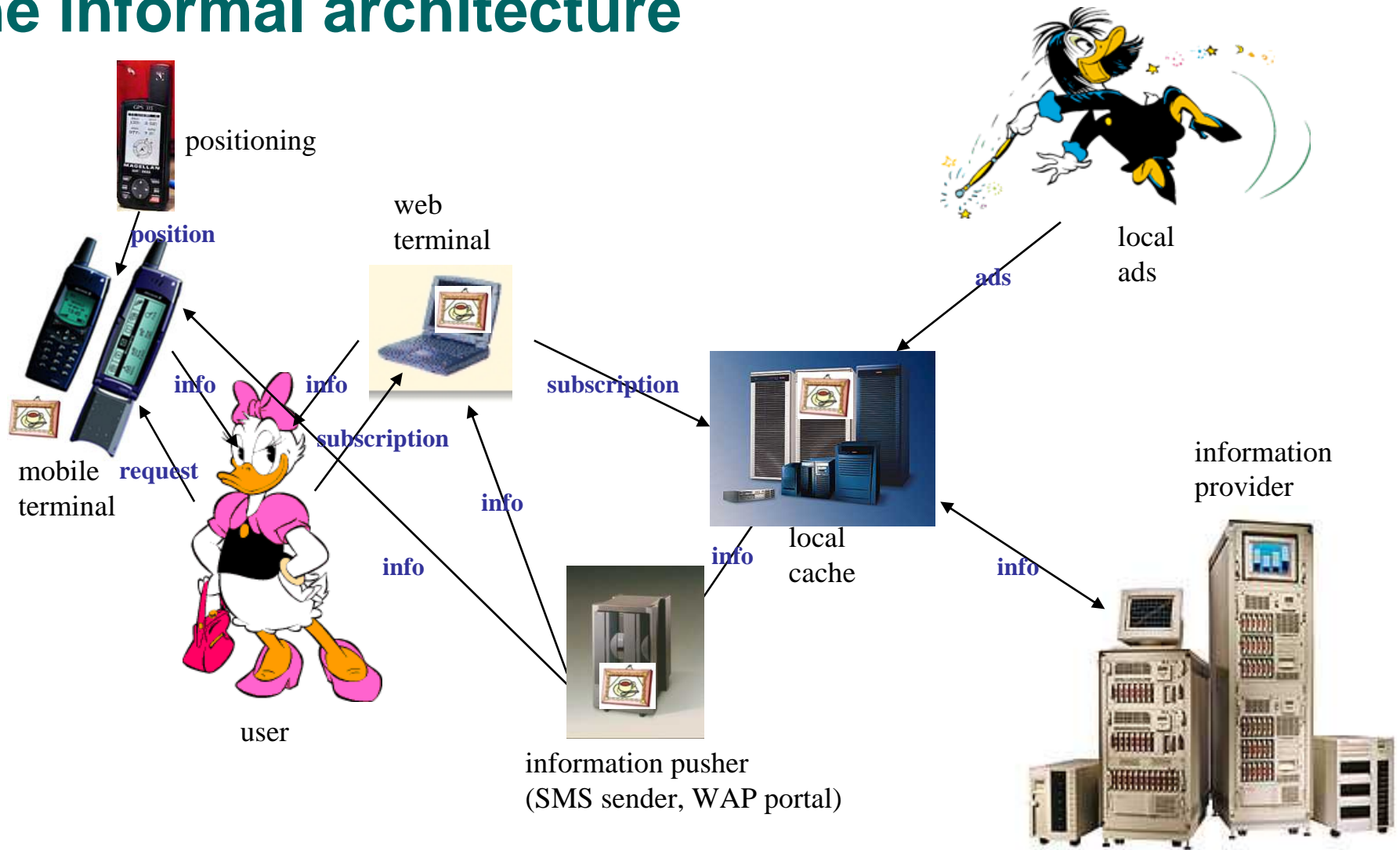


The example context: Dolly Goes To Town

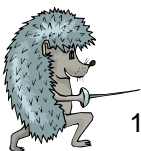
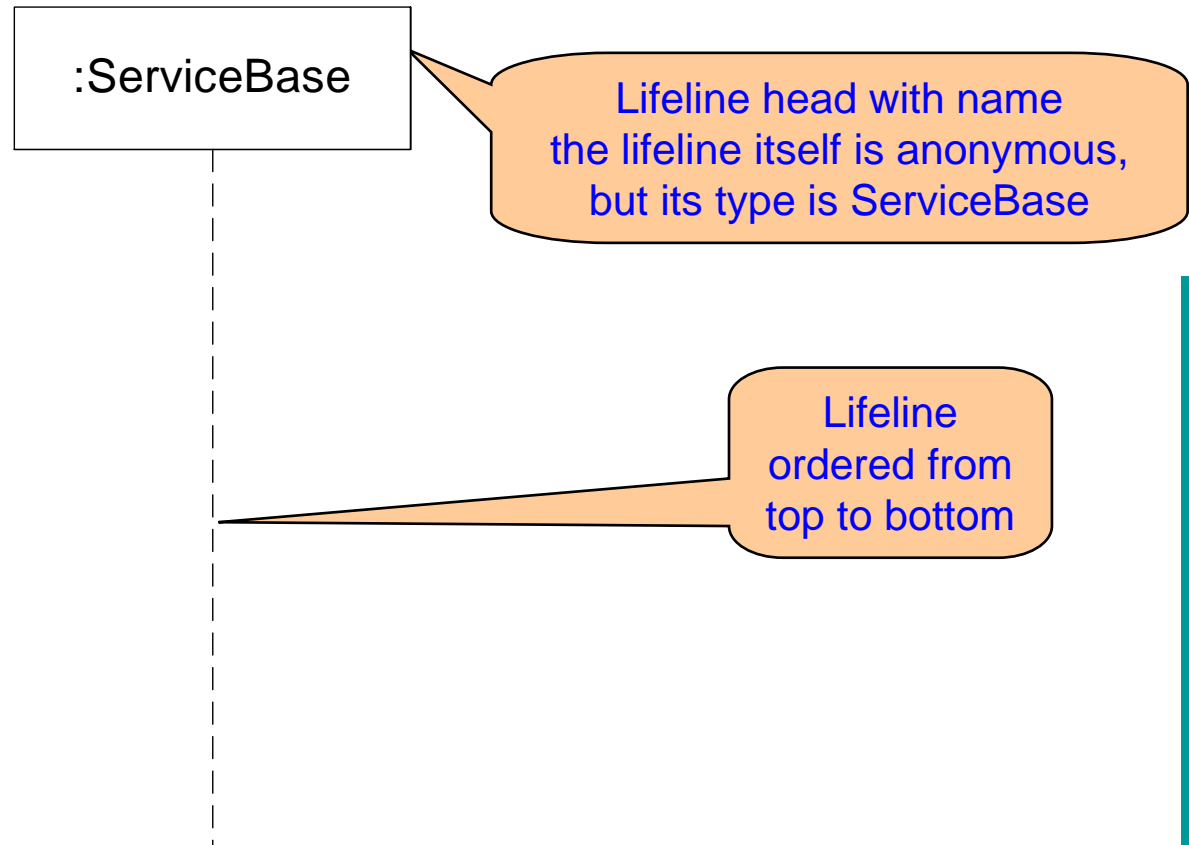
- Dolly is going to town and
 - wants to subscribe for bus schedules back home
 - given her current position
 - and the time of day.
 - The service should not come in effect until a given time in the evening



The informal architecture

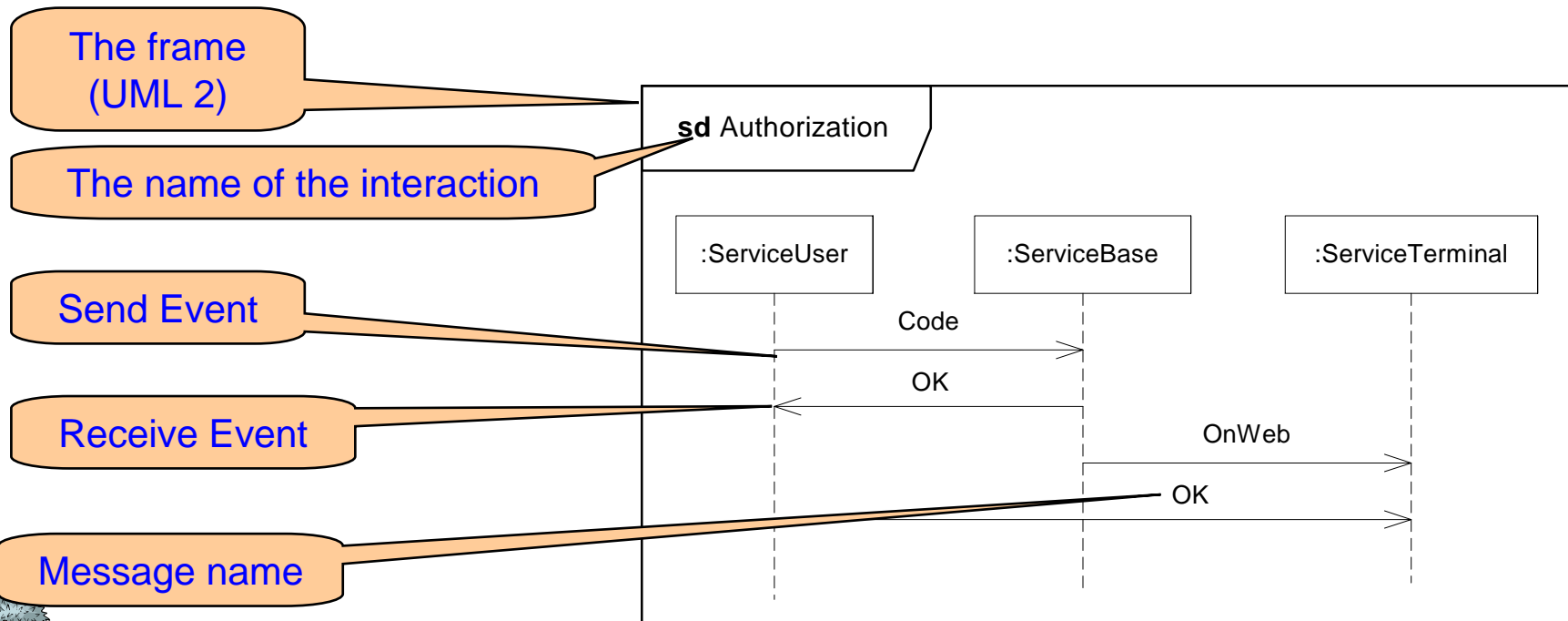


Lifeline (MSC: Instance) – the “doers”



(Simple) Sequence Diagram

- Messages have one send event, and one receive event.
 - The send event must occur before the receive event.
 - The send event is the result of an Action
- Events are strictly ordered along a lifeline from top to bottom



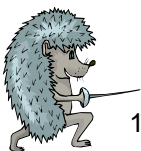
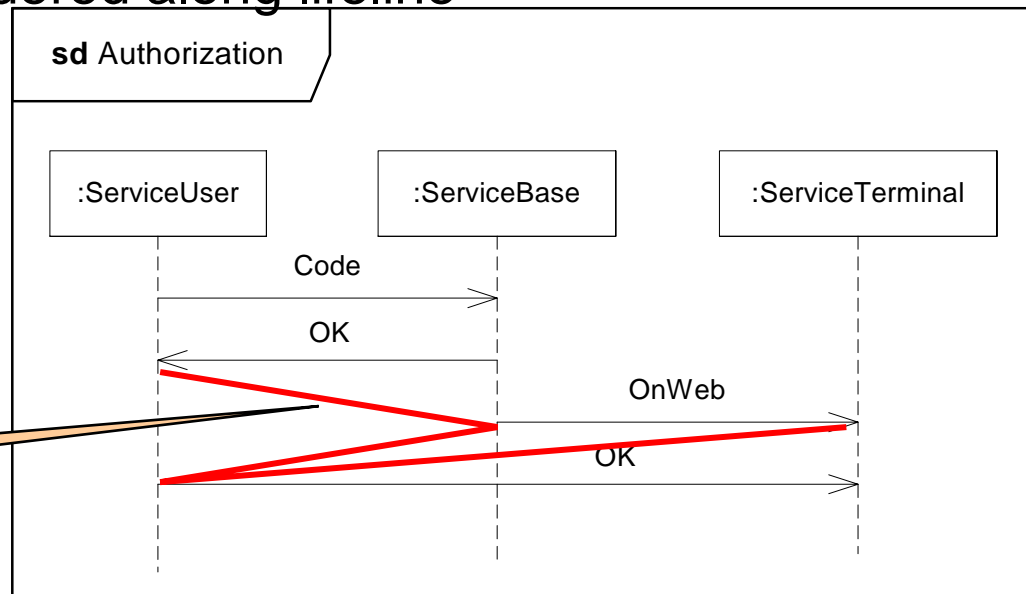
How many global traces are there in this diagram?

- The only invariants:
 - Messages have one send event, and one receive event. The send event must occur before the receive event.
 - Events are strictly ordered along lifeline

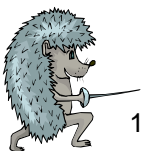
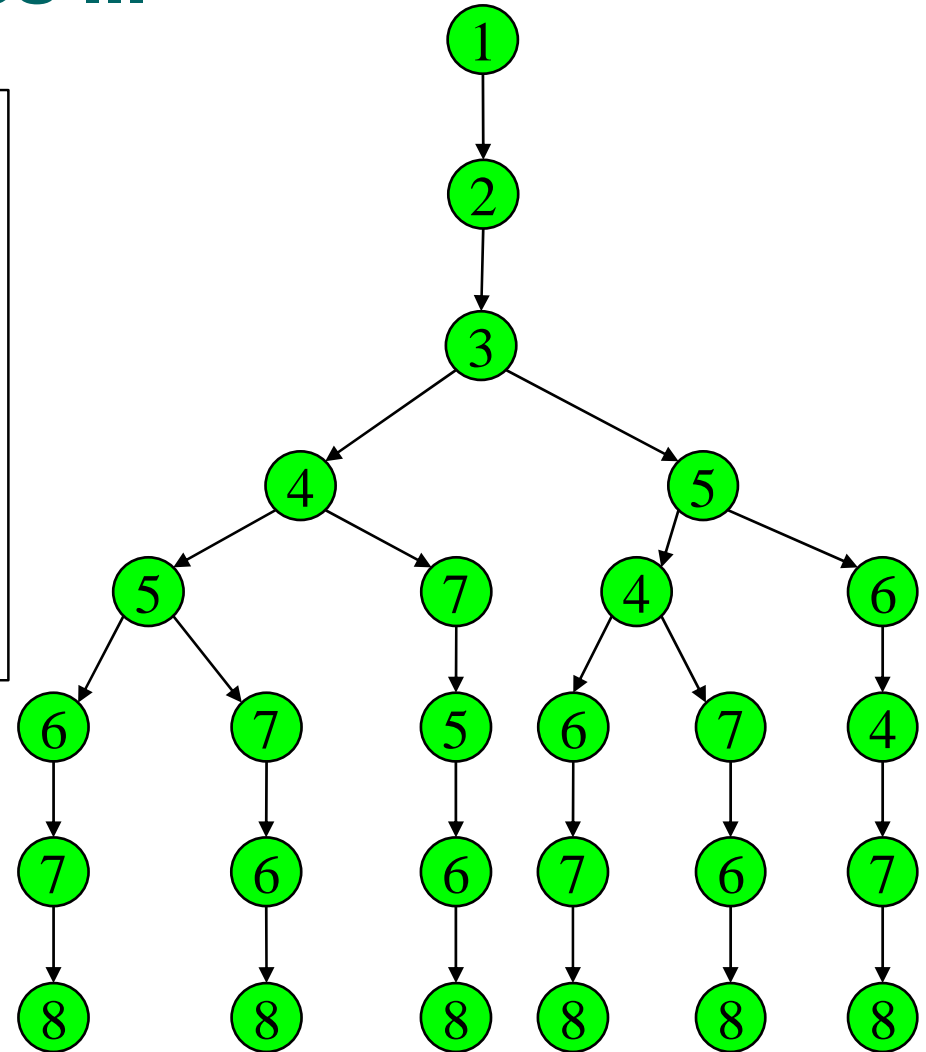
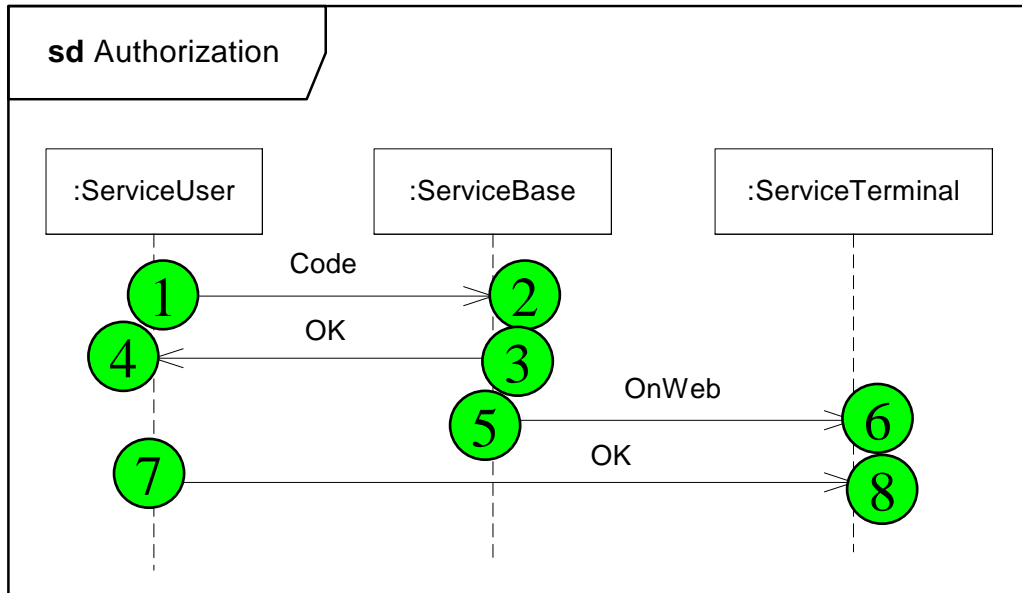
How many?

- 1, 2, 3, 4, 5, 6,..?

independent!



Really counting the traces ...



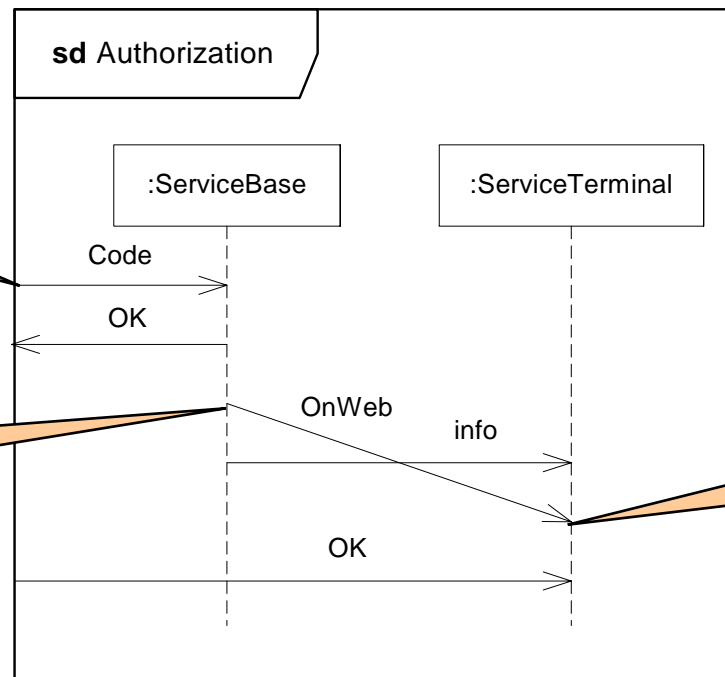
Asynchronous messages: Message Overtaking

- asynchronous communication = when the sender does not wait for the reply of the message sent
- Reception is normally interpreted as consumption of the message.
- When messages are asynchronous, it is important to be able to describe message overtaking.

notice
message
to/from
environment

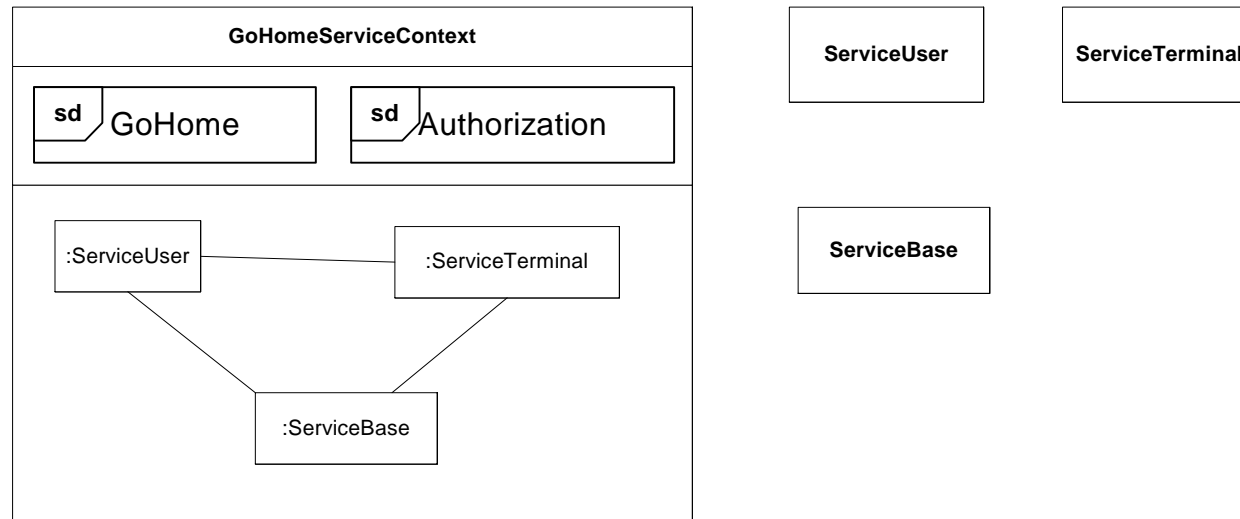
sending OnWeb
before sending Info

receiving OnWeb after
receiving Info

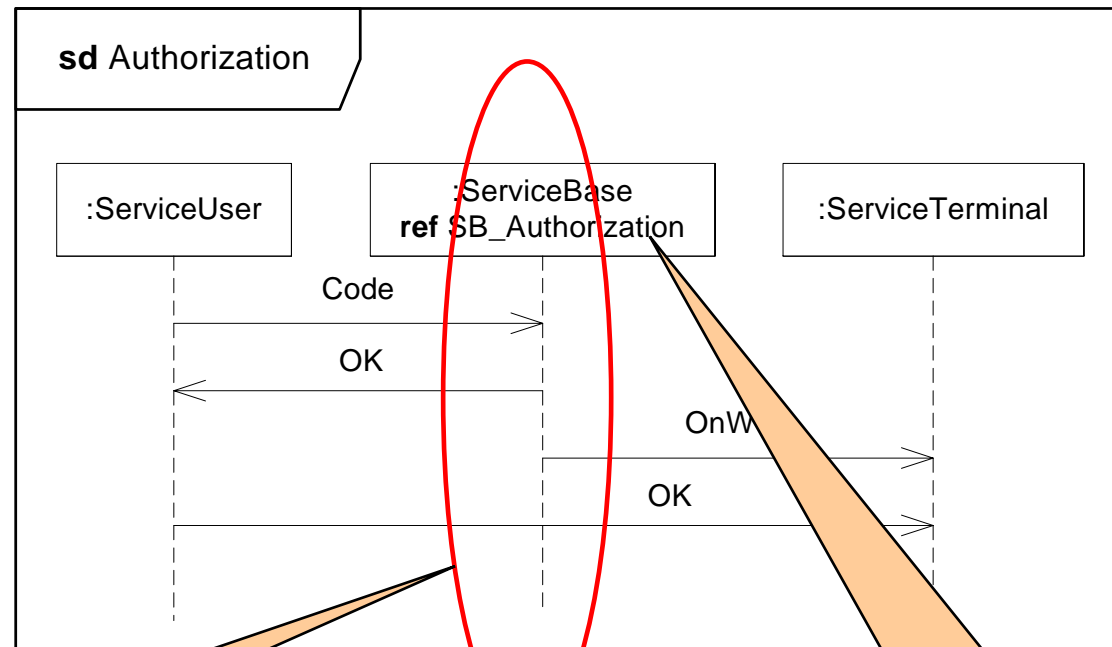


The context of a Sequence Diagram

- The context is a Classifier with Composite Structure (of properties)
 - Properties (parts) are represented by Lifelines
 - Generic Parts of Collaborations must be bound to concrete Parts
 - Concrete Parts of Classes can be Lifelines directly
- The concept of a context with internal structure leads to an aggregate hierarchy of entities (parts)
 - We exploit this through the concept of Decomposition

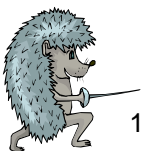


Decomposing a Lifeline relative to an Interaction

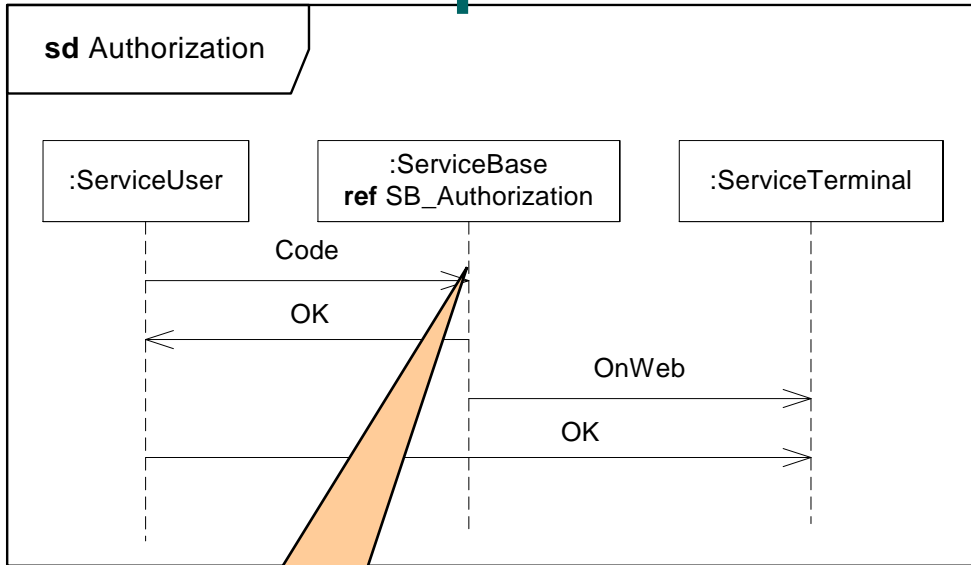


we want to look into this lifeline

this is the name of the diagram where we find the decomposition

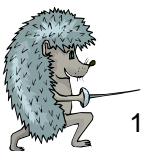
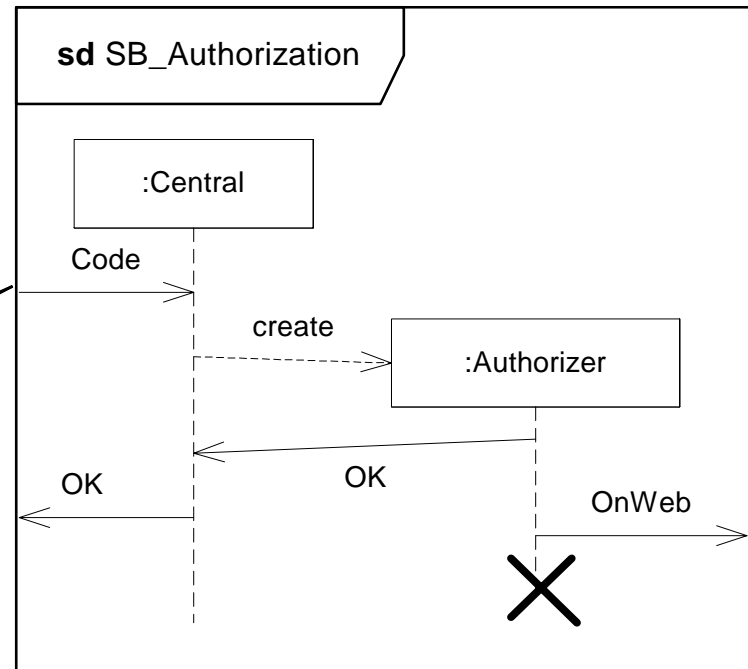


The Decomposition



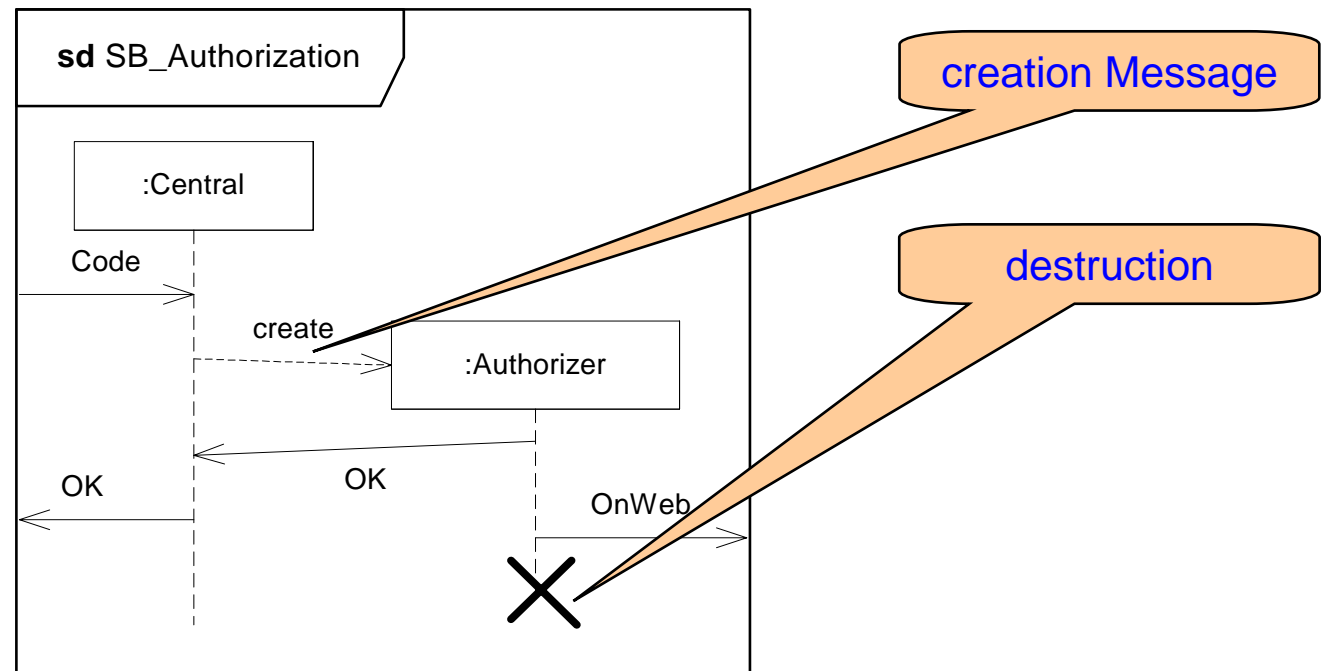
notice the correspondance!

notice the correspondance!

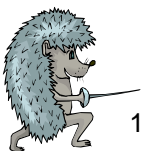
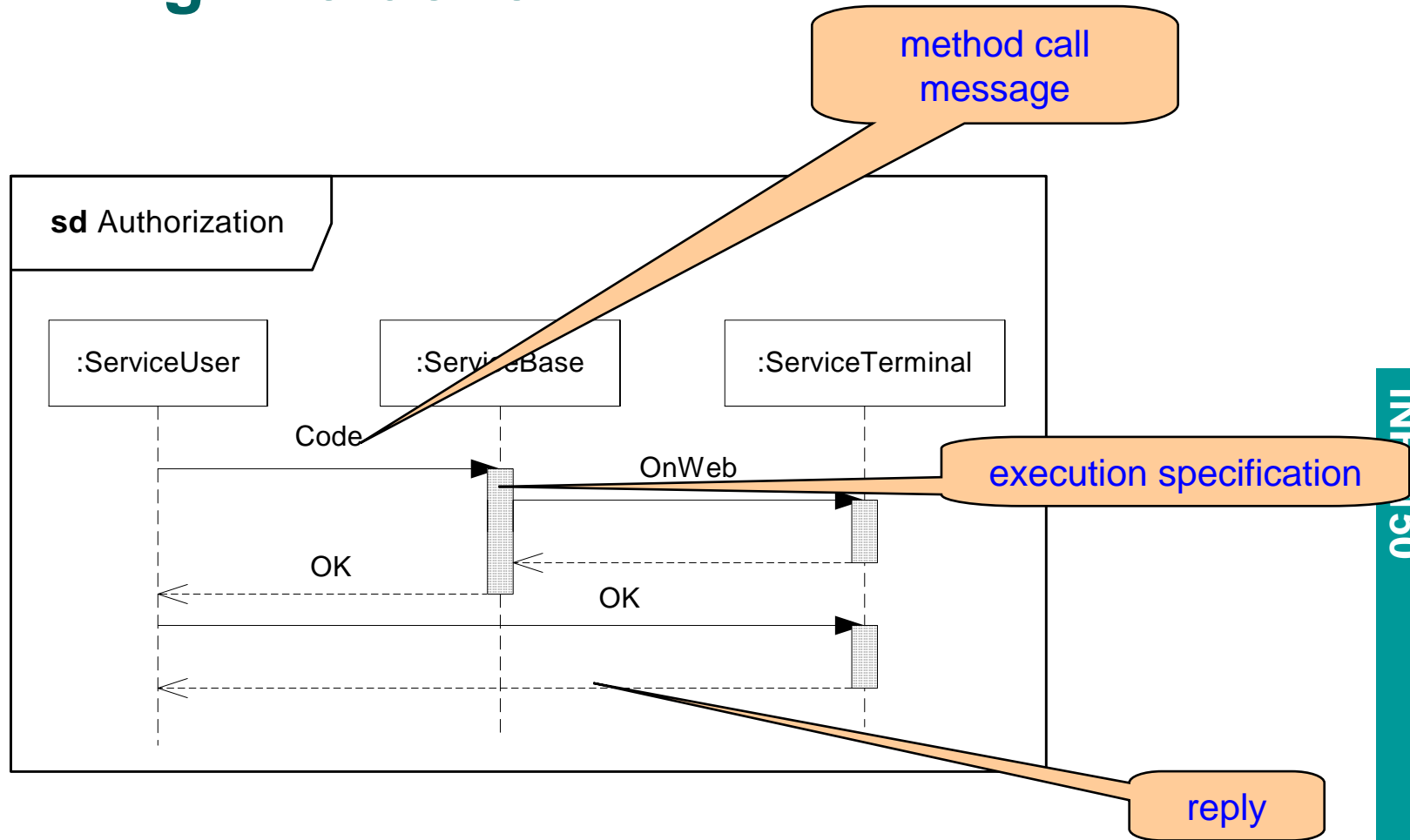


Lifeline creation and destruction

- We would like to describe Lifeline creation and destruction
- The idea here (though rather far fetched) is that the *ServiceBase* needs to create a new process in the big mainframe computer to perform the task of authorizing the received *Code*. We see a situation where several *Authorizers* work in parallel



Synchronizing interaction



Basic Sequence Diagrams Summary

- We consider mostly messages that are **asynchronous**, the sending of one message must come before the corresponding reception
- UML has traditionally described **synchronizing** method calls rather than asynchronous communication
- The events on a lifeline are **strictly ordered**
- The **distance** between events is not significant.
- The context of Interactions are **classifiers**
- A lifeline (within an interaction) may be detailed in a **decomposition**
- Dynamic **creation** and **destruction** of lifelines





BZZZ: What would you include in advanced SD?

- Pretend that you are the language designer
- What needs do you think the early SD users had?
- What constructs would you include?

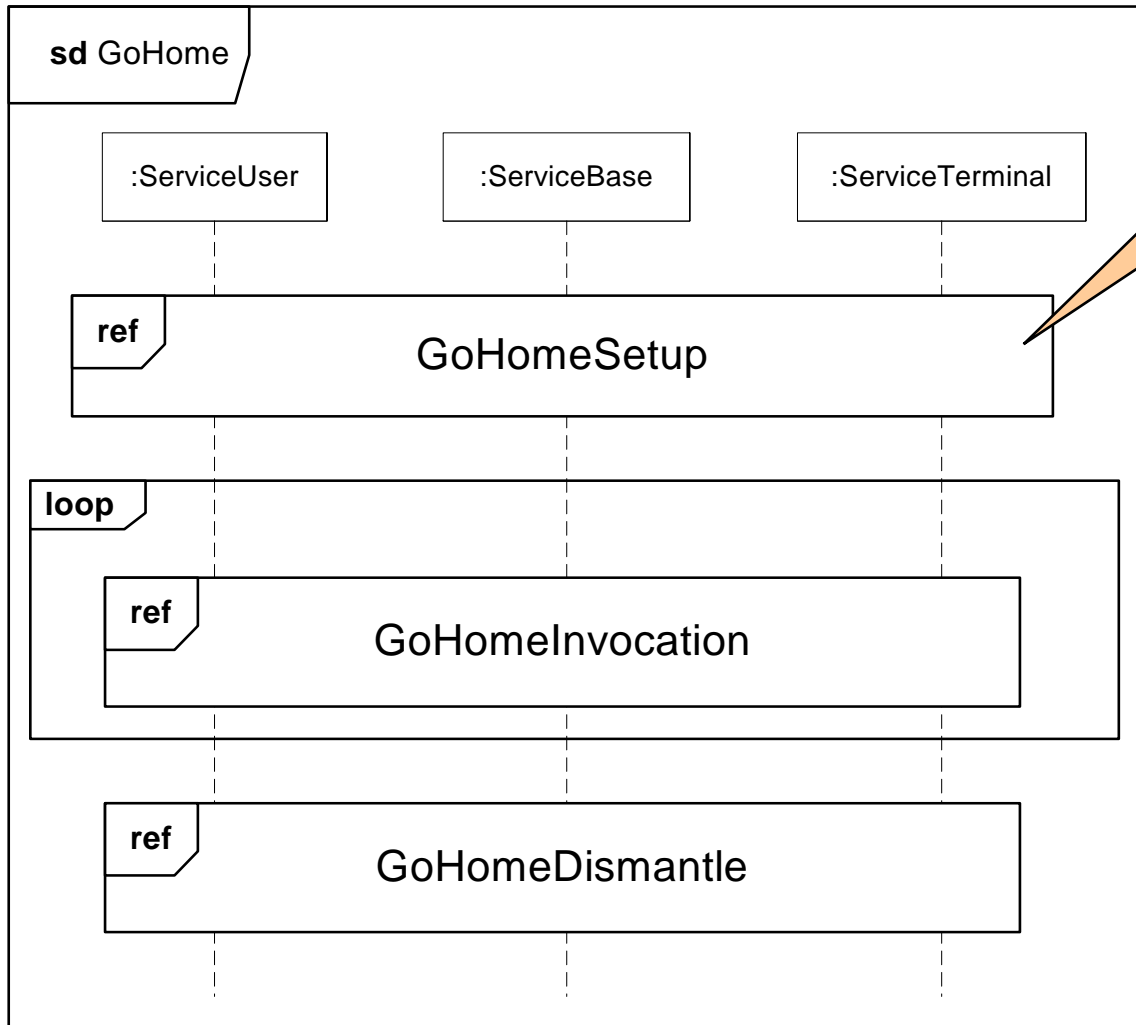


More structure (UML 2.0 from MSC-96)

- **interaction uses** – such that Interactions may be referenced within other Interactions
- **combined fragments** – combining Interaction fragments to express alternatives, parallel merge and loops
- **better overview** of combinations – High level Interactions where Lifelines and individual Messages are hidden
- **gates** – flexible connection points between references/expressions and their surroundings



References



interaction use

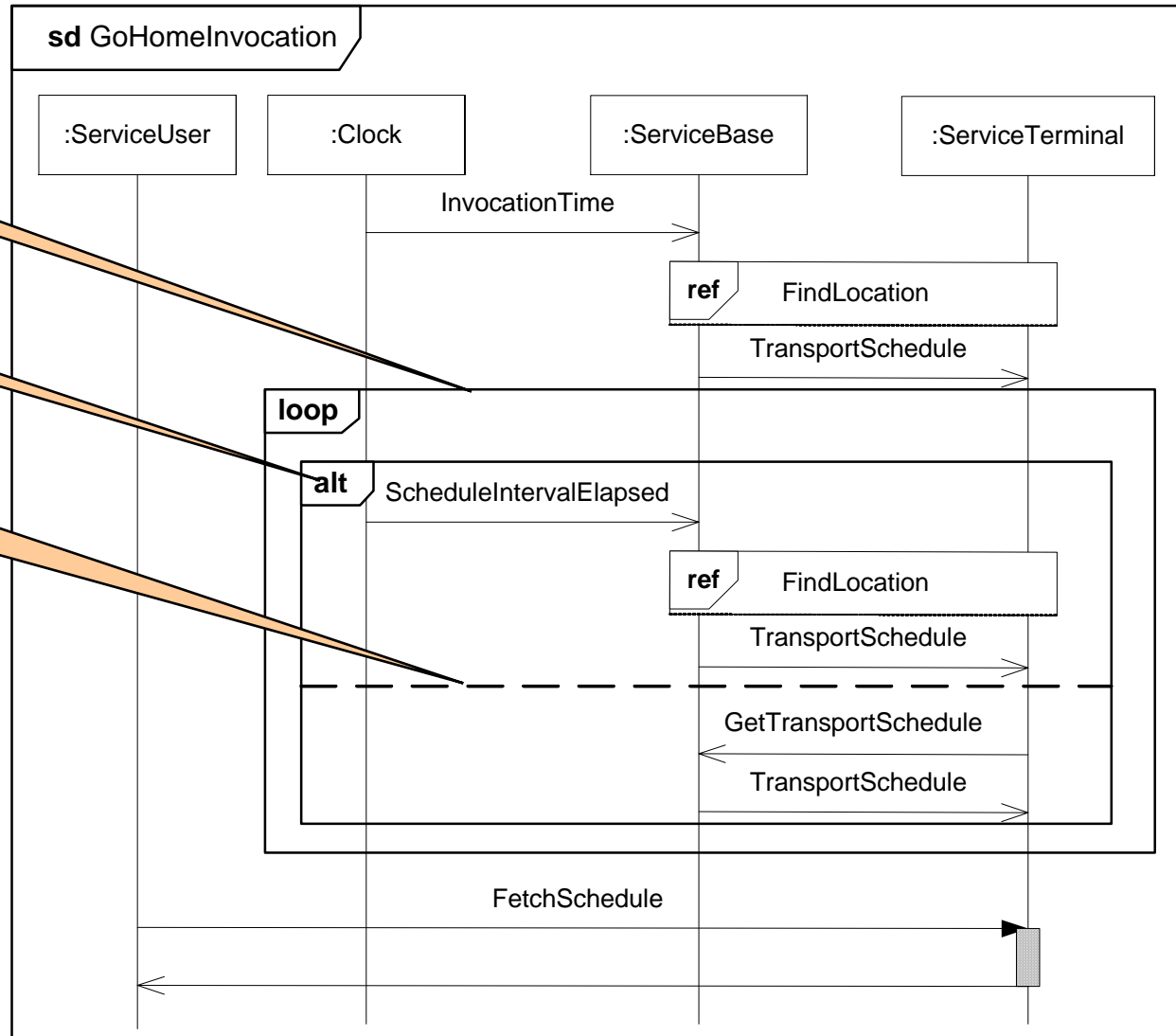


Combined fragments of Interaction

- UML 2.0: “combined fragments”
- We want to express
 - choices: alternative, option, break
 - parallel merge
 - loops
- We also want to add other operators
 - negation
 - critical region
 - assertion
- Other suggested operators that will not come in UML 2.0
 - interrupt
 - disrupt



Combined fragment example



frame

operator

operand separator



Interaction Overview

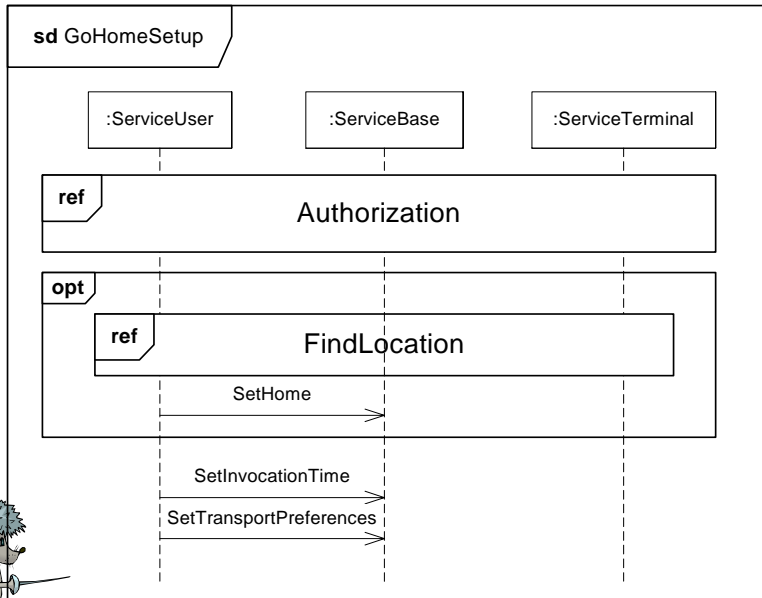
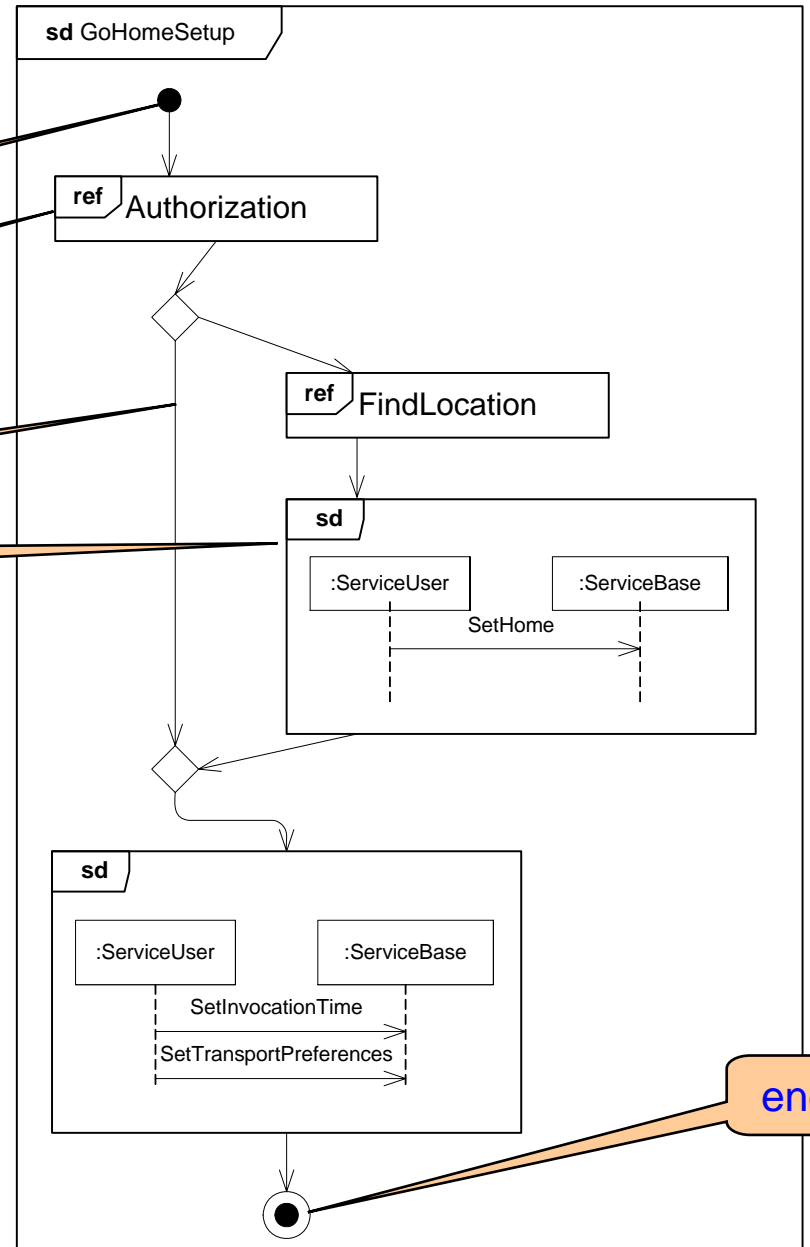
similar to activity diagram

start

references

flow line

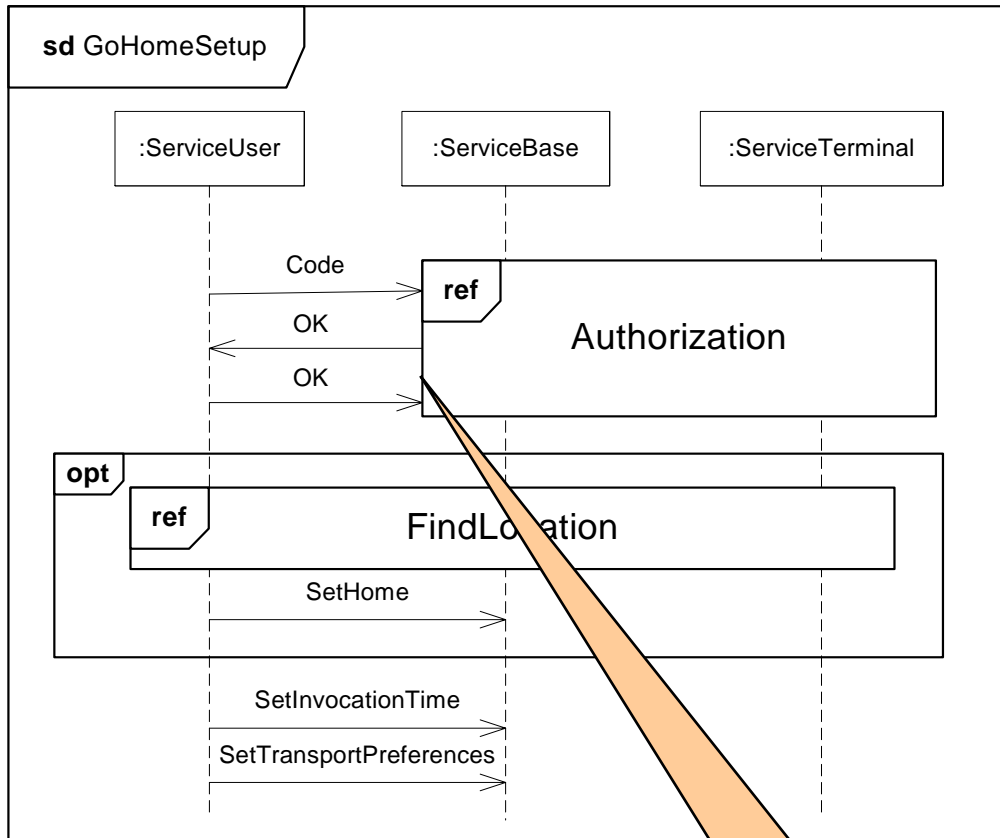
inline diagram



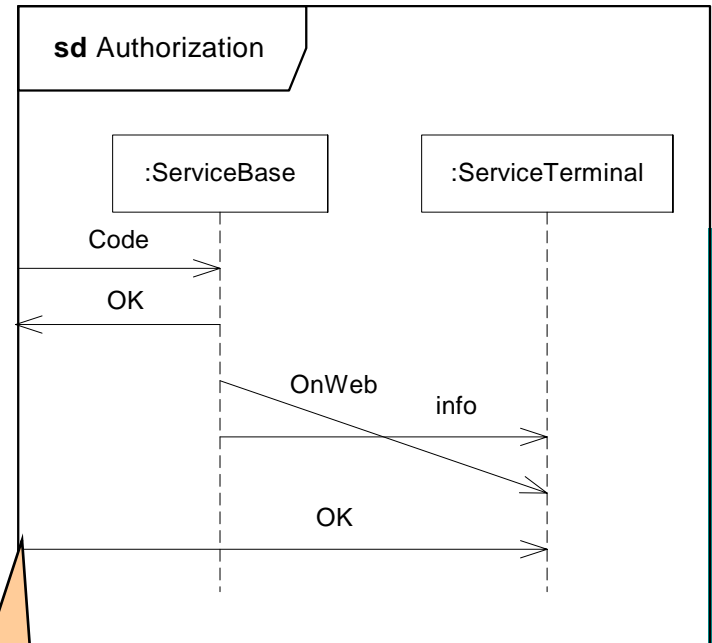
end



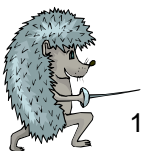
Gates



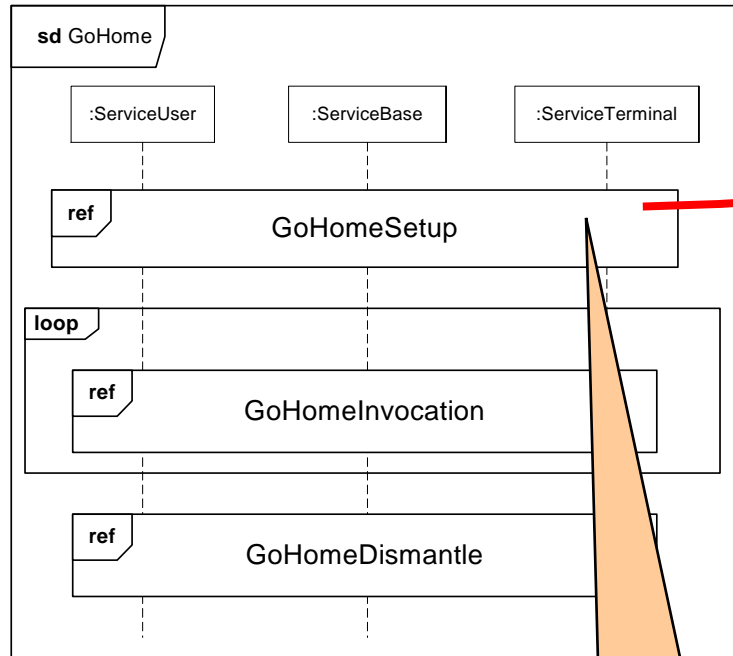
actual gate



formal gate

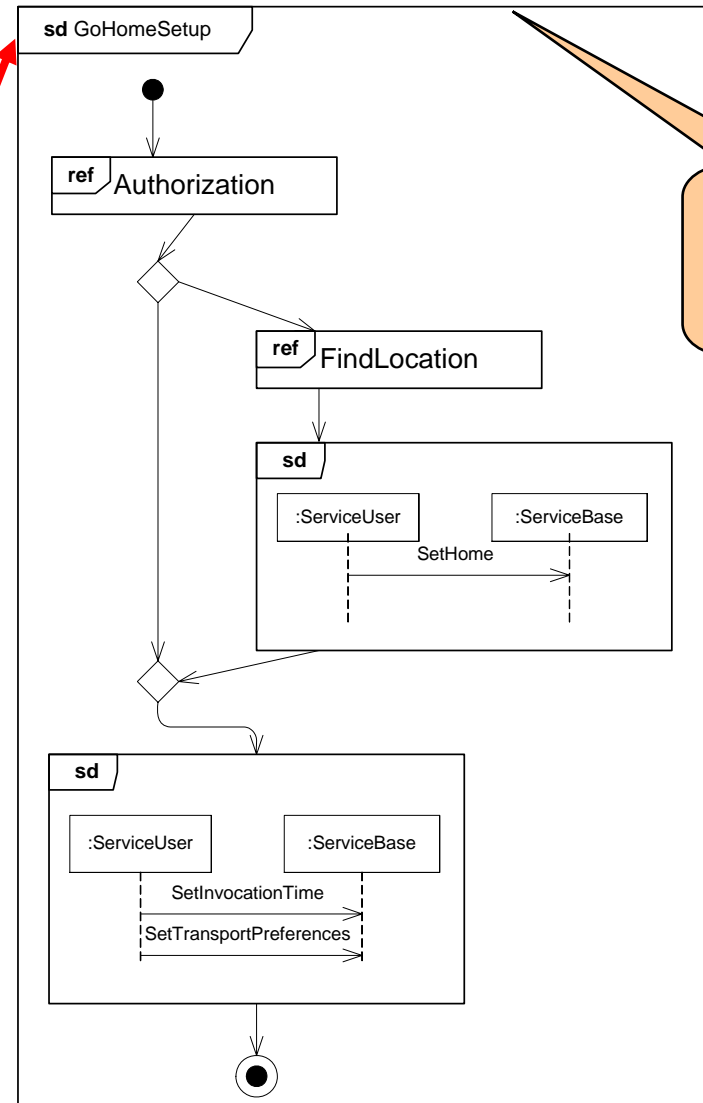


Summary: Dolly Goes To Town (1)

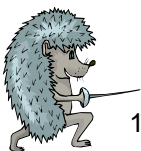


Interaction

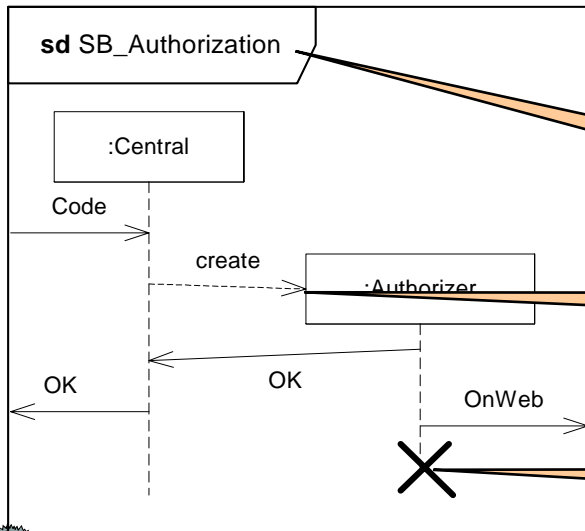
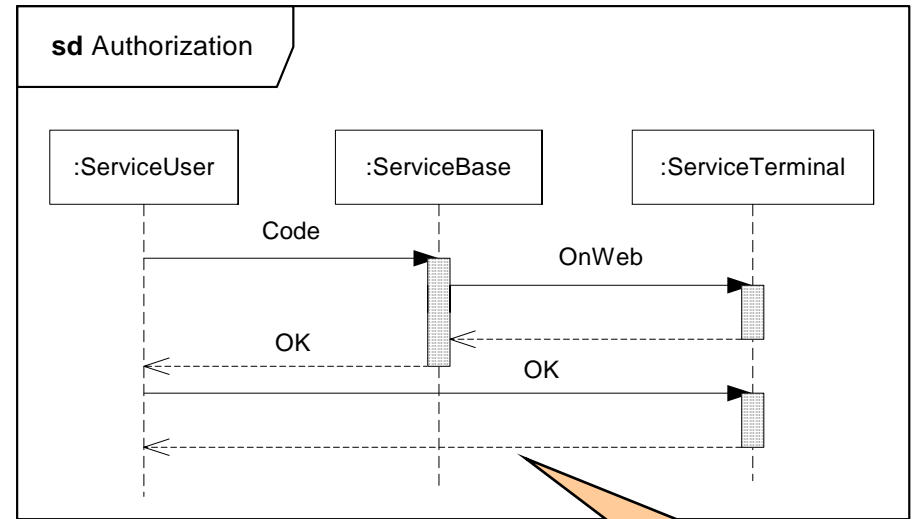
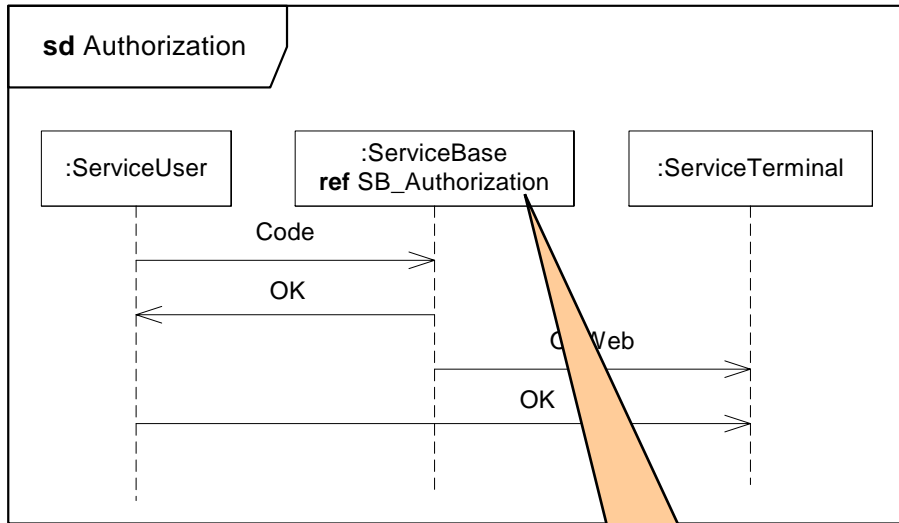
Interaction Use



Interaction Overview Diagram



Dolly Goes To Town (2)



decomposed

synchronizing

decomposition

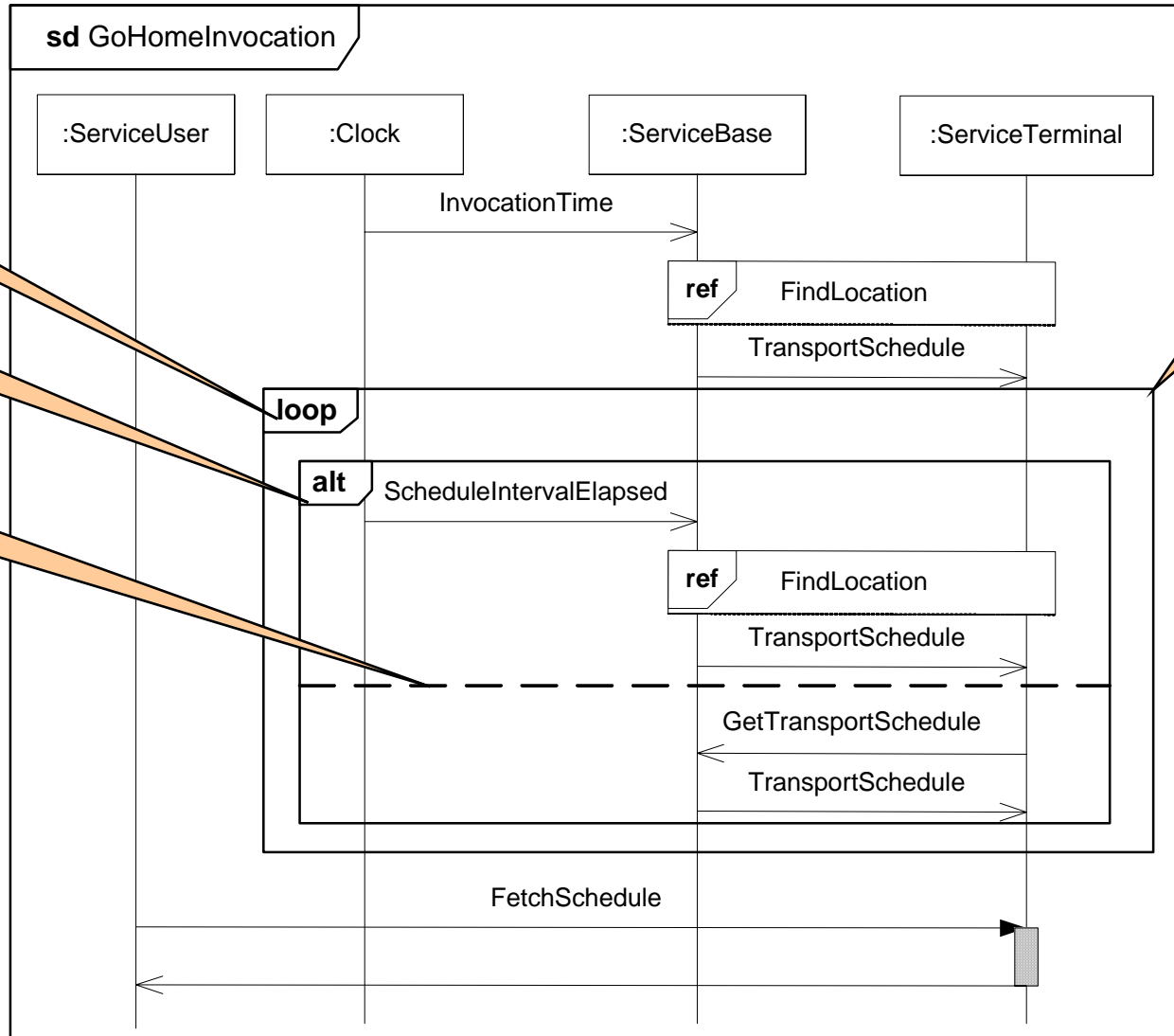
creation

gate

destruction



Dolly Goes To Town (3)



operator:
loop

operator:
choice

operand
separator

Combined
fragment



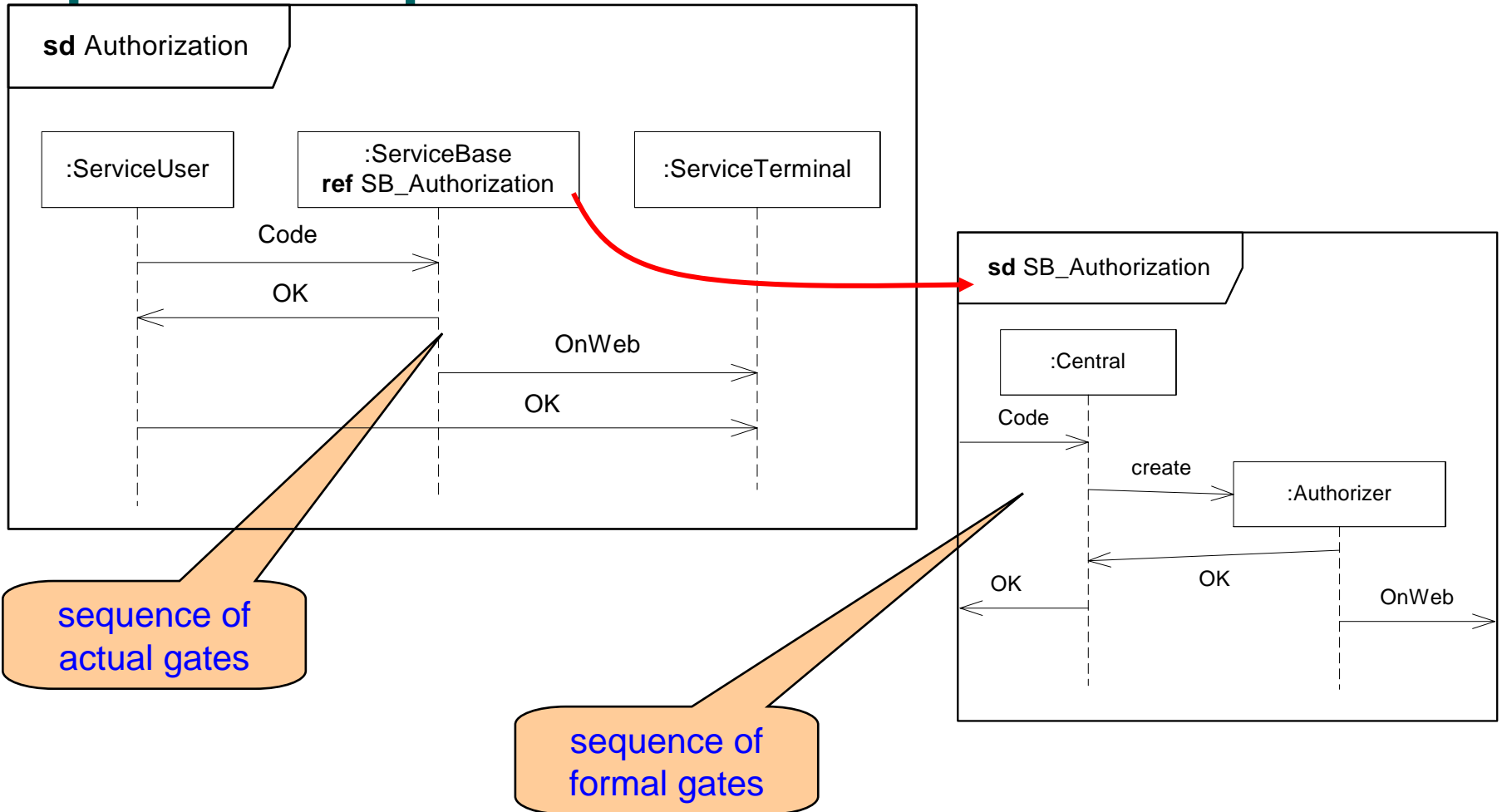


Problem areas

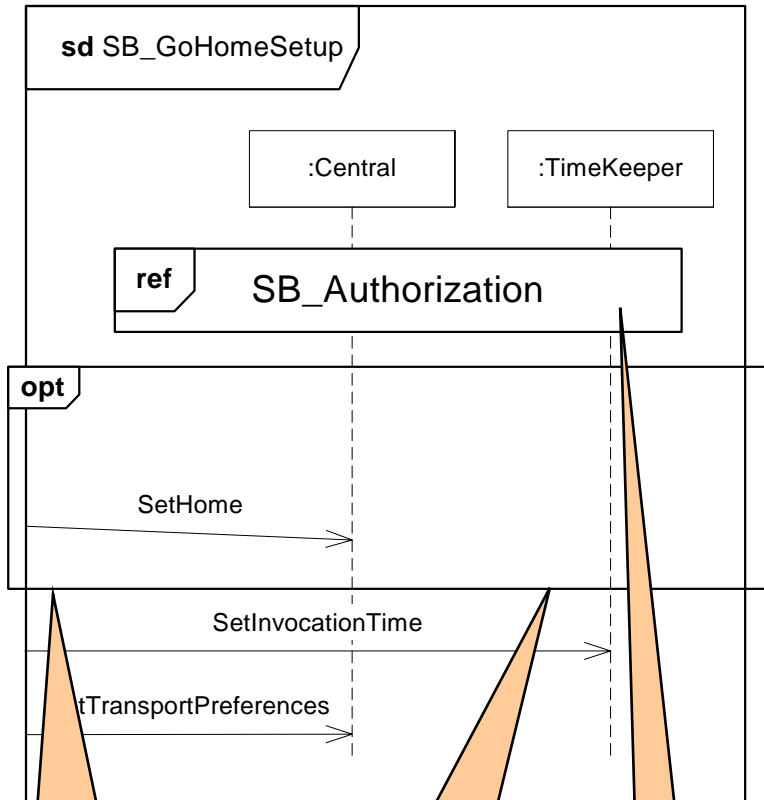
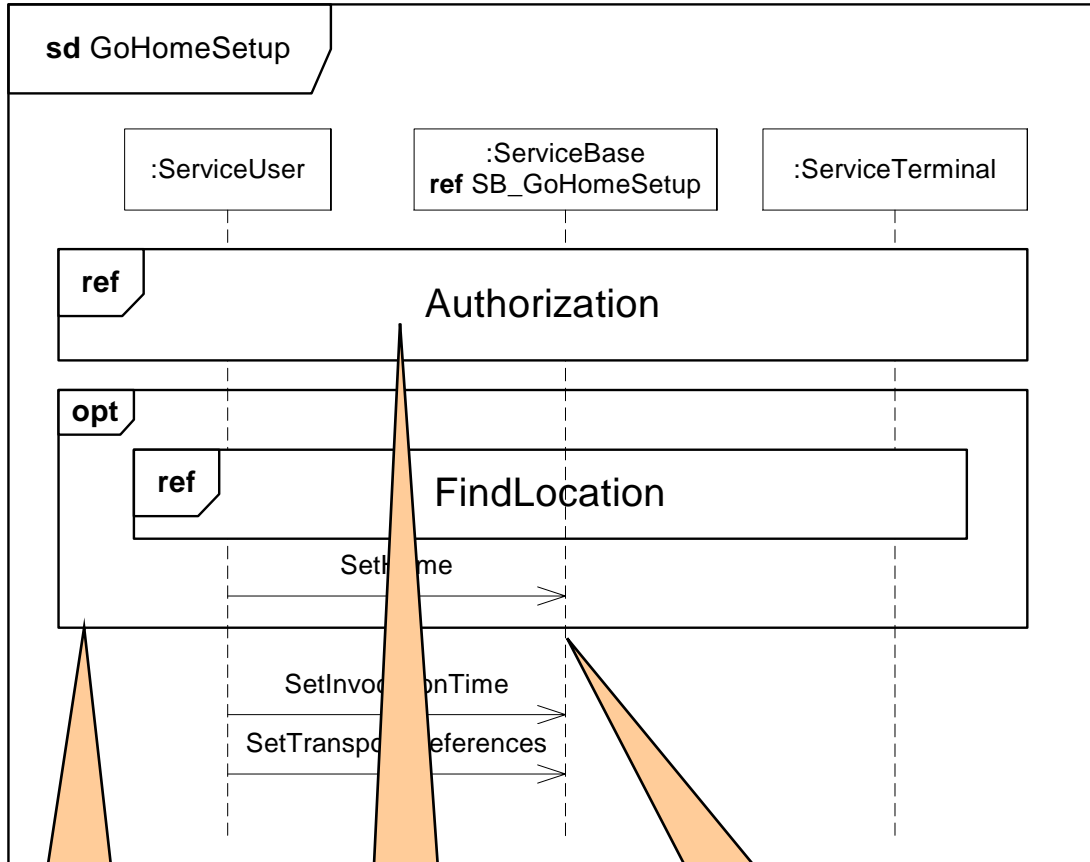
- Decomposition and References
 - how can we precisely define the combination of decomposition and references?
 - what about decomposition and combined interactions?
- Data
 - where is data in interactions?
 - what data can be involved in guards?



Simple Decomposition Revisited



Decomposing covering ref's and combined fragments



Combined fragment

interaction occurrence

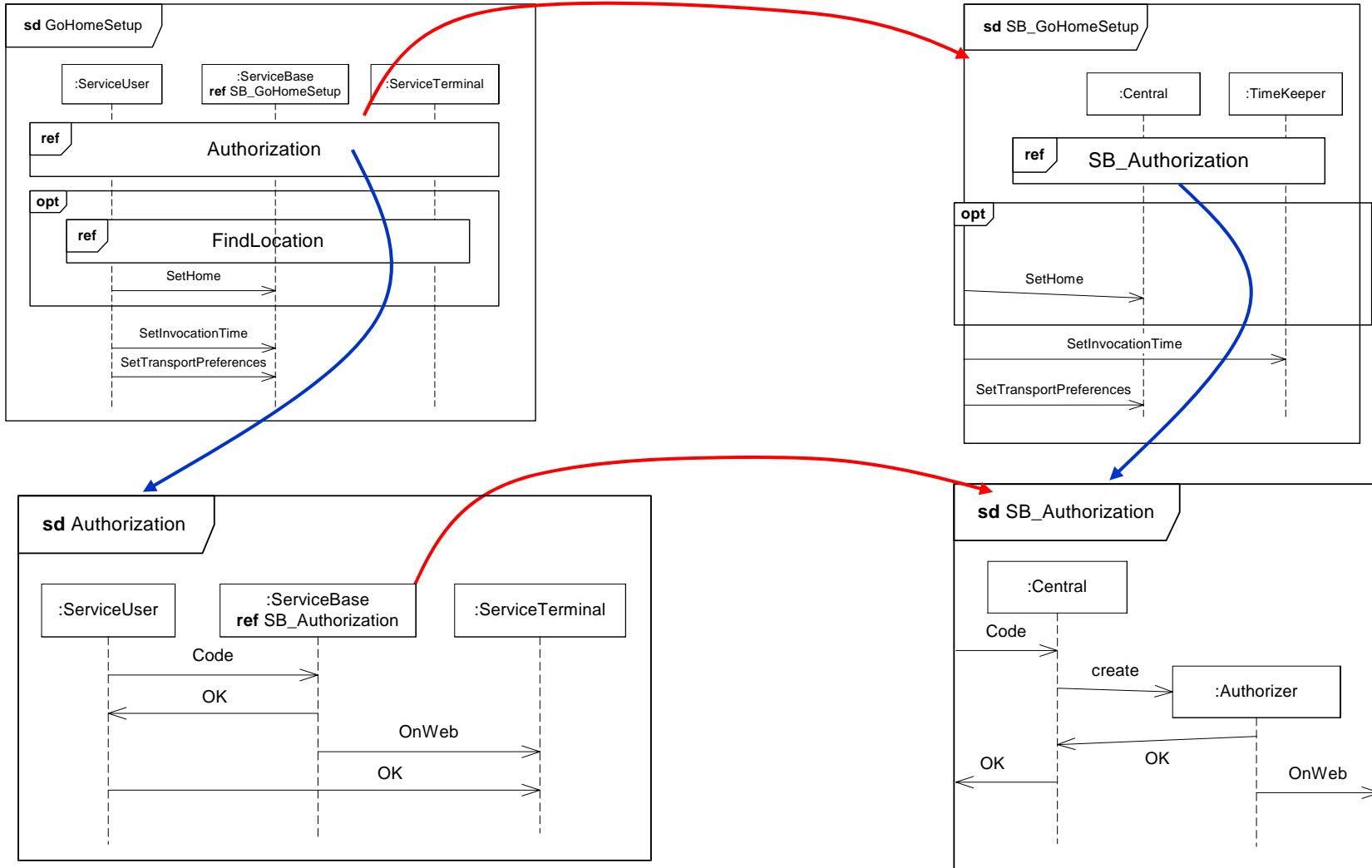
sequence of actual constructs

sequence of corresponding constructs

extra-global combined fragment

global ref

Commutative Decomposition



Data in Guards

static parameter

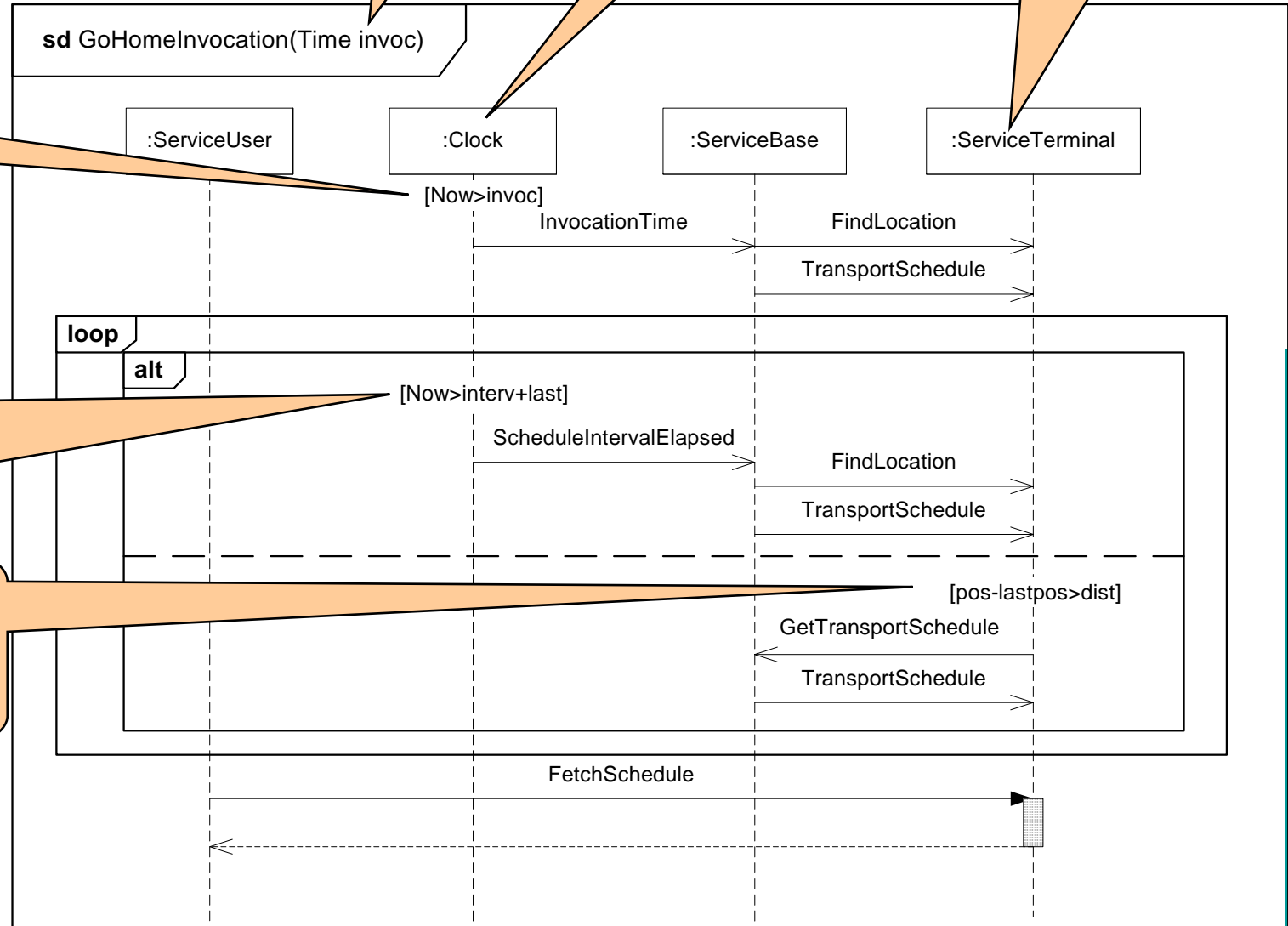
time intv;
time last;

coord lastpos;
coord dist;
coord pos;

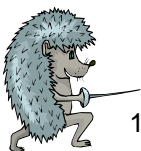
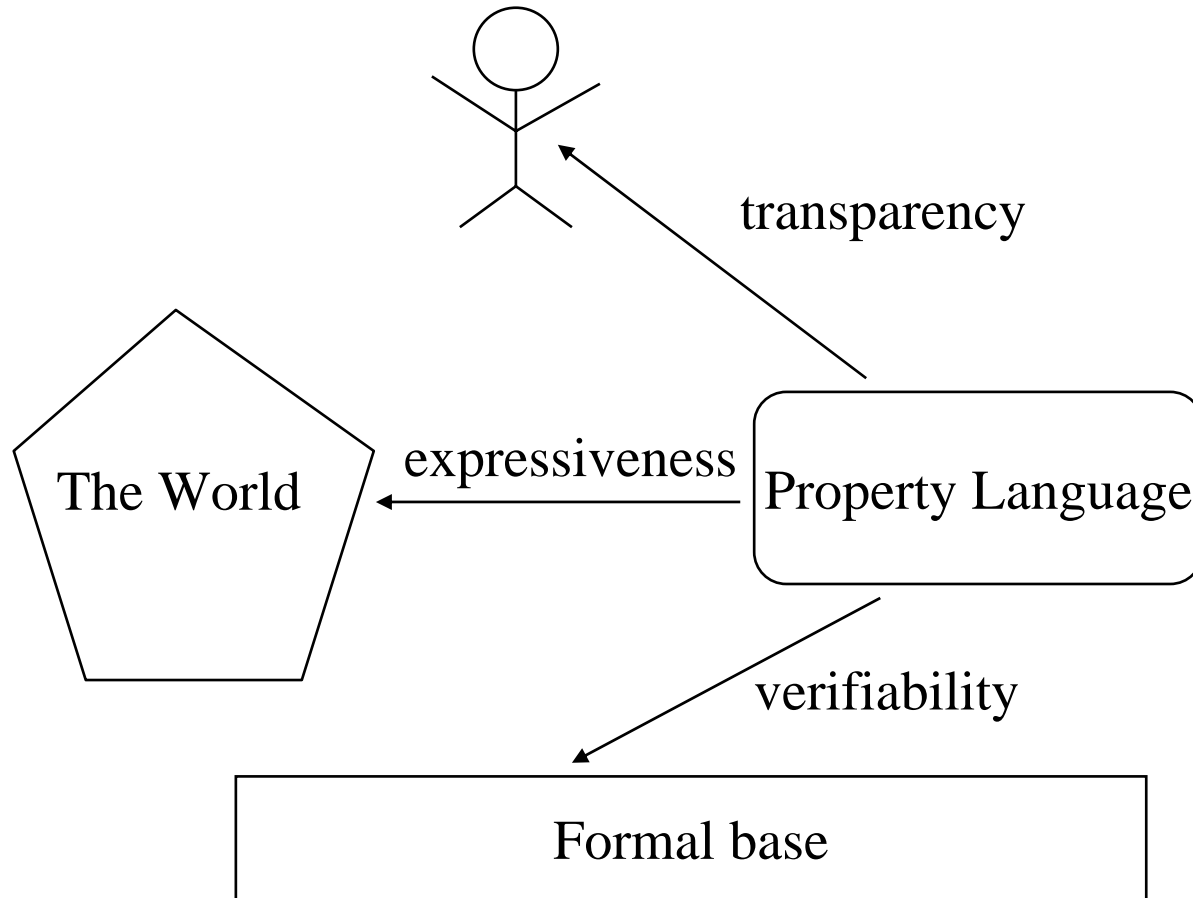
guard on global or static values

guard on dynamic and local values, local to the object of the first event of operand

note that there is no single object deciding the choice, but each guard is limited

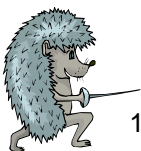


Evaluating Property Languages



Comparison between Property Languages (BZZ)

Property	Prose	Seq. diag.	Math.	State Machines
<i>transparency</i>	good	good	poor	good
<i>expressiveness</i>	fair	fair	good	good
<i>formalization</i>	poor	good	good	good
<i>liveness, safety</i>	fair	fair	good	fair
<i>overview</i>	good	good	fair	good
<i>interaction</i>	poor	good	fair	fair
<i>time req.</i>	fair	good	good	poor
<i>capacity</i>	fair	poor	fair	poor



Basic Sequence Diagram Methodology

Even though Sequence Diagrams are simple and may be read and produced by engineers without much formal training, it is possible to:

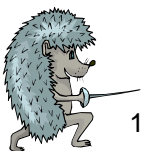
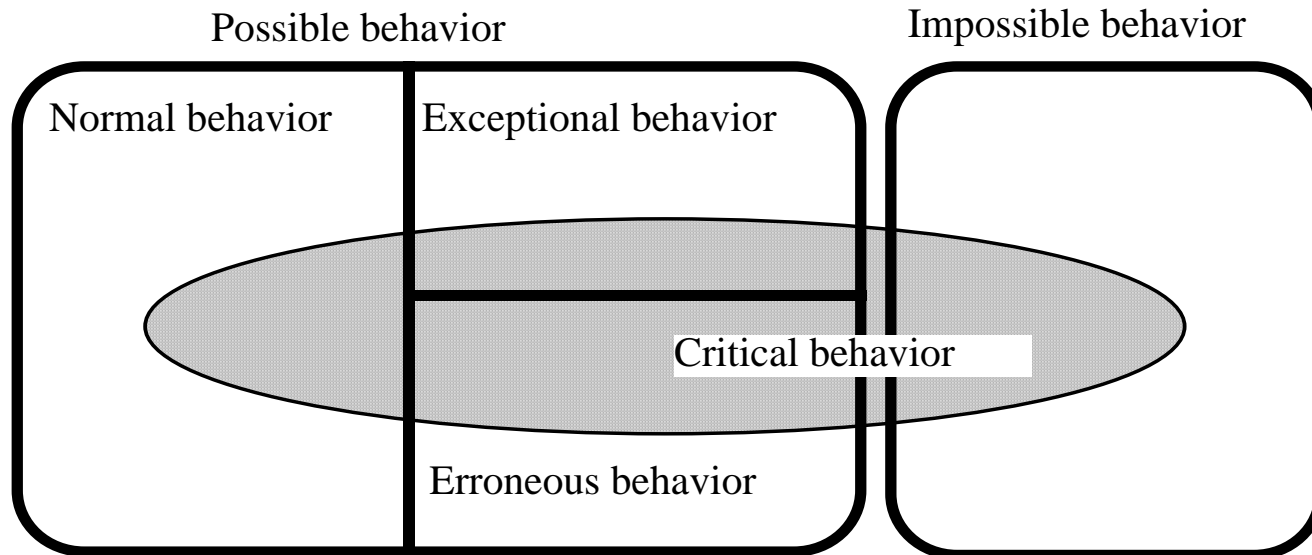
- make beautiful diagrams that say nothing,
- make messy diagrams that are meant to convey critical information,
- make terrible diagrams in an early phase that make it impossible to design a sensible system in a later phase.
- use extensions to UML/MSD that are not standard and that may prevent you from using (more than one) tools.

The methodology aims at bridging the gap between the notation and the development process using it.



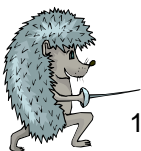
Seq. diag. classification: case evaluation

- *Normal* behavior is the behavior that we expect
- *Exceptional* cases are those that may happen, and that we should prepare for, but which we do not consider normal.
- The *erroneous* behavior is behavior that we try to avoid, but which should not destroy our system.
- *Impossible* behavior is behavior that cannot happen



Seq. diag. classification: descriptive goal

Descriptive goal	Target audience	Life span
historical	project members, managers, potential customers	temporary
documentary	managers, customers	negotiations or product span
requirements	customers, project team	product span
design	project team	project
test	testers, customers	product span





Step 0: Make explicit the company SD strategy

- *Tools*: What tools will be used to produce and maintain the mscs?
- *Coverage Profile*: How do the diagrams cover the universe of scenarios?
- *Document Profile*: What diagrams are to be produced?
- *The Inexpressible*: How is information not expressible in UML/MSD attached?



Step 1a: the first sequence diagrams

- Our metaphor for building our MSC document is a *news photographer* covering a major event.
- Firstly he will make sure to take pictures of the main characters – the *normal* cases.
- Then he will look for some *exceptional* situation which might sell better to the public and which may capture unexpected problems like the police horse galloping.
- Then he digs for *errors* like the possible assassin in the bushes.
- Finally he could illustrate the *impossible* by manipulating a picture like placing Forrest Gump with President Nixon.





Step 1b: Establish the interplay with non-developers

- Require **responsibility** and approval from the non-developers;
- **Involve the non-developers** in making additional diagrams making sure that they understand UML/MSD and that they understand that they understand UML/MSD;
- Associate **concrete input/output** with the user interface.
- **Encourage** the non-developers to use their UML/MSD knowledge during the design and model checking phases



Summary Basic Sequence Diagram strategy

Step 0 : company strategy

what tools
what coverage
what MSC documents
How to attach informal text

Step 1a : the first mscs

normal
exceptional
erroneous
impossible
critical

Step 1b : interplay with non-developers

require responsibility
active involvement
be concrete
encourage further use of MSC

Step 2a : Variants and similarity

global conditions
road map
MSC document table

Step 2b : Refinement

message hierarchy
instance hierarchy

Step 2c : Inexpressibles

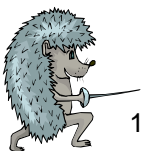
dependency
capacity and duration

Step 3 : Support the design

alignment table
checking existence
checking full coverage

Step 4 : Test mscs

isolate IUT
project existing mscs



How is this related to unassailability?

- UML 2 sequence diagrams are
 - intuitive
 - but only partial
 - precise
 - supported by tools
- Proper methodology is needed
 - recognizing that sequence diagrams do not tell the whole story
 - increasing the consciousness of
 - which diagrams to make
 - their purpose
- Achieving
 - early awareness of problems

