

A Model-Driven fUML Execution Engine for C++

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Abstract: This paper introduces an execution engine that is able to run fUML models, described by a subset of UML's class and activity diagrams' elements. The execution engine is realized in C++, which leads, in certain conditions, to better memory efficiency and performance of the generated code, compared for example to the fUML standard implementation in Java. As it does not use any platform specific code, it is possible to compile it on any C++ compliant platform. The paper then shows how the engine has been applied to a simulated annealing optimization heuristic as a validation example and finally a performance evaluation regarding occupied memory, storage requirements, and execution time is carried out.

1 INTRODUCTION

Thanks to the *Object Modeling Group* (OMG) efforts for providing widely accepted specifications, code generation from *Unified Modeling Language* (UML) diagrams is becoming a more and more well-established technique (Kelly and Tolvanen, 2008). If it is possible to generate parts of the code directly from conceptual models, the programming phase of the software development cycle could be heavily reduced or even skipped. Moreover, models can be tested and validated during the initial phase of the development process, thus reducing cost and effort necessary to fix the discovered problems (Tassey, 2002). For example, activity diagrams can be mapped to Petri nets (Staines, 2008), whose characteristics such as liveness, boundedness, and reversibility can be analyzed and evaluated. Those properties can reveal the presence of possible deadlocks or unreachable sections of the diagrams.

The *Model Driven Architecture* (MDA) specifies the workflow from a *Platform Independent Model* (PIM) to runnable software (Kent, 2002). The PIM is converted by a *Model2Model* transformation into one or more *Platform-Specific Models* (PSM) (Kleppe et al., 2003). Those models are then translated into program code which can be compiled and executed on the target platform. Such models can be specified in UML and, for their executable elements, the *Foundational Subset for Executable UML* (fUML). The fUML allows to describe the execution of a minimal subset of activity and class diagram elements in

a rigorous way, leading to a computational complete language (OMG, 2016). UML diagrams can be tested and debugged with the help of fUML, too (Mayerhofer, 2012).

The UML was originally defined as a semi-formal modeling language to specify a system of any nature (Grady et al., 2005). It was not created having as a goal its executability, rather concentrating on the models' notation with regard to expressiveness and clarity. This led to models that are indeed highly descriptive but difficult to execute, as they contain too many details or the elements they use are too complex, informal, or have no well-defined semantics. fUML uses a token system to manage execution flow of activity diagrams (Guermazi et al., 2015). Each element requires a specific number of tokens in order to execute, and the task of managing this execution flow is delegated to the *execution engine* (EE).

Currently, there are few execution engines available. For example, the *fUML Reference Implementation* is obtained directly from the machine-readable representation of the fUML specification. It shall be used to validate the results obtained by vendor tools against the standard (ModelDriven.org, 2016). The *fUML Reference Implementation* and most of the other independent fUML EEs, such as the *Moka* plugin for the IDE *Eclipse*, are implemented in *Java*. This is probably due to the fact that the fUML specification contains all method specifications in *Java* pseudo-code. *Java* has the well-known advantage of being easily portable between different architectures as its code gets executed in a virtual environ-

ment (Gosling, 2000). However, the virtual machine and Java’s garbage collector suffer from low code efficiency and high memory requirements.

As the amount of memory available on personal computers is not as limited as in the past, this might not seem like a problem. This is not the case for all applications, for instance embedded systems for which a model-based approach would be especially useful in areas that are safety-critical and thus have high quality requirements including certification. Standard Java cannot be used in real-time systems often used in automation where deadlines must be met. The programming language *C* would have been a better choice in this case, but as the fUML’s specification is organized in classes and requires inheritance and polymorphism, this would be quite hard to do.

For these reasons, this paper presents steps towards an alternative model-driven fUML EE that can be generated in C++. The approach chosen is based on adapting the Java specifications into their equivalent C++ commands. This leads to a workflow allowing the generation of executable C++ code purely based on models. In this way, the EE will be generated itself from its ecore model¹, in the same way as a model that will be executed on it is generated from an fUML model, and it will be easier to extend and maintain it in the future.

The result is a complete workflow being able to accept as input well-specified XMI fUML platform-specific models (PSM) whose behaviors are specified in C++. The resulting software can be generated and compiled without any additional correction or manual work. The proposed workflow can be deployed on any architecture able to execute programs in C++, without requiring additional system-specific components. The EE now supports the execution of any synchronous element inside an activity diagram, call operation and call behavior actions (COAs and CBAs), and now allows executing activity diagrams containing elements of any type (including self-defined elements).

The paper is organized as follows: Section 2 introduces the proposed execution workflow. Section 3 covers a possible use case, where the method is applied to the optimal positioning of a wireless sensor network’s elements. Section 4 shows a comparison between the execution time and peak memory of the proposed EE and other engines or programming languages, whereas in Section 5 possible future work and improvements are covered.

¹For details see <http://www.eclipse.org/emf>.

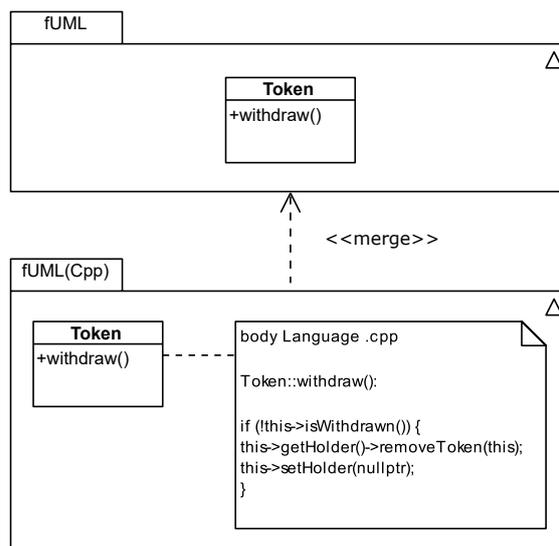


Figure 1: UML Diagram showing the realization of an fUML component by annotating its operations with C++ implementations

2 EXECUTION WORKFLOW

The EE structure is specified in the *Execution Model* section of the fUML’s specification. The execution model structure respects exactly the fUML abstract syntax, plus an extra package named *Loci* (OMG, 2016), which represents independent computing units in fUML. The Execution Model is itself an fUML model, which describes how the execution of the modeled elements should be managed.

Rather than coding the EE directly, the ecore model, based on the fUML’s machine-readable specification describing the fUML’s elements and their implementation, has been extended in our work as shown in Fig. 1. The choice of using the ecore meta-model has been taken because it is a *de facto* reference implementation of OMG’s EMOF (Steinberg et al., 2003) and is tightly integrated into the *Eclipse* platform.

The operations described inside the ecore models are annotated with the corresponding C++ implementation. Those annotations are used to generate the fUML and the UML reference libraries, that will be referenced by the specific generated models.

The aimed workflow calls for a UML model, represented by an XMI format, as an input. This model needs to be a platform-specific model (PSM) describing its functions’ behaviors by using C++ code. This model is then formally validated against the UML specifications and used to generate source code using a Model2Text transformation process (Jäger et al., 2016). This generated code contains the C++ class rep-

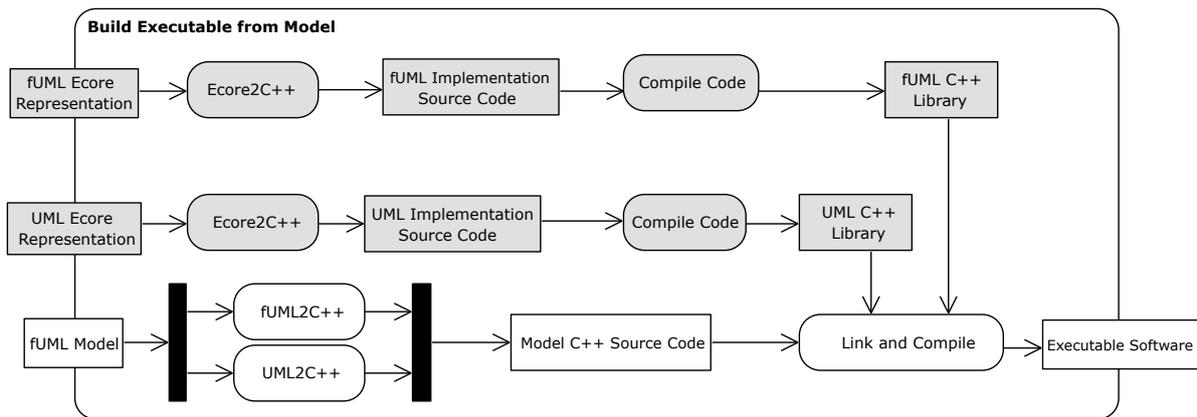


Figure 2: An activity diagram describing the workflow of the generation process

resentation of the modeled elements.

Fig. 2 depicts an activity diagram showing this workflow. The elements with a gray background describe the creation process of the fUML and UML libraries, which are needed in order to execute the source code generated from the model. These processes need to be carried out usually only once, and of course when the UML or fUML specifications are updated. The elements with white background show the realization of a UML model with the help of the fUML and UML libraries. This process allows the generation of the UML model and to link the generated code to the required libraries. It is the equivalent of the current compilation process from source code to an executable.

The ecore model consists of an *EPackage* containing all the various *EClasses* defined by the OMG. In this way, it is possible to extend this ecore model in the future to support either newer versions of C++ or completely different programming languages, by simply extending these *Details* entries.

The ecore model is then used by an *Ecore2C++* generator based on the Eclipse *Acceleo* component to create the corresponding C++ code. This code fully describes the fUML specification and elements' implementations, and it can be compiled then and made available as a library afterwards.

An example *EClass* "Token", as depicted in Fig. 3, contains the element's *EOperations* (in the example: *Withdrawn()*) and *EReferences*. The code is defined inside the *EAnnotations*. Each annotation must hold at least one *details* entry, whose key can be either *includes* or *body*. Entries of the kind *include* are added at the top the header file and used for retrieving the headers of elements used in the methods that are not already related to the current *EClass*. Elements that are explicitly related to an *EClass* such as *EReferences* are automatically included by the gener-

```

Token
  transfer(ActivityNodeActivation) : Token
  > codegen
  > holder : ActivityNodeActivation
  (:) Token
  withdraw()
  > codegen
  body -> if (this->isWithdrawn()) {...
  equals(Token) : EBoolean

```

Figure 3: Extract of the token EClass

ator. The code inside the body annotation contains the C++ implementation of the related operation.

The fUML2C++ generator takes care of generating the dynamic parts of the model such as activity diagrams and the connection between fUML library and the provided model. Moreover, UML2C++ takes care of realizing the static components of the model, that represent the model structure, such as classes. When all the elements are generated, compiled, and linked together, an executable version of the given fUML model is then provided as output.

The fUML2C++ generator expects one special activity that is independent of any class, which has the model package itself set as its parent. This is then considered as the program's main activity, and is used as the execution entry point. Before starting the execution of the main activity, the main function links all the elements together by including all relevant components. First a *Locus* (i.e., an autonomous execution unit) is created. An *Executor* and *ExecutionFactory* of fUML conformance level 3 are created and linked bidirectionally to the locus. Then a *Strategy* is assigned to the locus which specifies the order in which the diagram elements will be visited, in the case of more than one element being ready for execution.

The following steps consist of the definition and

initialization of the assigned default values of possible activity parameter nodes. Finally, the locus *execute* method is called providing the list of input parameters and expecting a list of parameters as output.

The execution is governed by a token system, and activity diagrams can contain control and data tokens. At the initialization, the activity initial node and the activity input parameters node each receive a token. These tokens are then fired one by one, and the elements receiving them check if they are ready to execute: An element with x control flows and y object flows is ready to execute when it has received the total necessary amount of tokens (e.g. $x + y$, in the case when all flows have a cardinality of 1).

There are special elements such as fork nodes and join nodes that have the possibility to modify the number of tokens available in the activity, and nodes such as decision nodes and merge node that can send them to different flows based on certain conditions.

An activity execution is considered completed when either one of the following situations occur: one token reaches an activity final node, or when there are no active tokens available to be fired and no element is ready to execute.

The second case can happen either as a result of a bad design or a modeling error that results in a deadlock or as a desired behavior when the activity has output nodes that consume the activity's tokens when they receive one.

Our proposed EE has been realized using the design pattern *abstract factory*. This means that the elements are not instantiated directly, but obtained through a factory. The generator keeps the elements' implementation separated from their header, using the structure shown in Fig. 4. This leads to clearer and well-structured code that can be analyzed better from our experience.

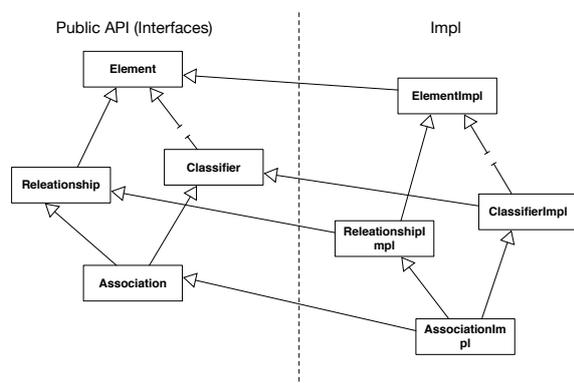


Figure 4: Class diagram showing the relationship between internal structure and public API (double diamond structure) (Jäger et al., 2016)

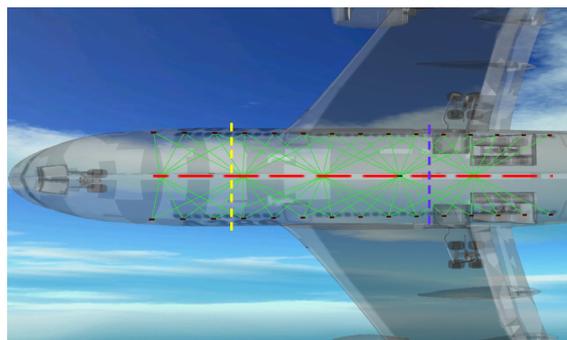


Figure 5: Possible allocation for WDCs inside a plane

The uniqueness of the elements' names is guaranteed by the fact that the code generator names the elements uniquely by using their name spaces or, when this is not available, the full path to the root element.

A *JavaScript* application has been implemented in order to perform the validation of the model and suggests which elements should be corrected in order to generate valid executable code. It receives a UML model represented as an XMI file and provides a list of errors and warnings as output. Correcting the errors is required in order to assure compilable code, correcting the warnings is recommended but not necessary.

3 APPLICATION EXAMPLE

Our proposed EE has been validated and tested using simple activity diagrams as test units containing single activity diagrams' components. As a more complex integration test, a heuristic optimization algorithm has been modeled and implemented: *simulated annealing* (Kirkpatrick et al., 1983). It is a heuristic useful for indirect optimization, i.e., when there is no directly solvable system descriptions and the optimization function to be maximized or minimized depends on its design parameters in a way that can often only be computed with a simulation or numerical analysis.

The simulated annealing method mimics the physical process of controlled cooling of materials in metallurgy to obtain larger crystals in their structure. It is often used in settings with a large search space, i.e., a high number of dimensions or possible values of design parameters. The heuristic algorithm manages an internal temperature and accepts worse configurations than the current one with a higher probability when the system temperature is high. As the temperature decreases, the accepting probability decreases too, until the so-called *frozen state* is reached and the

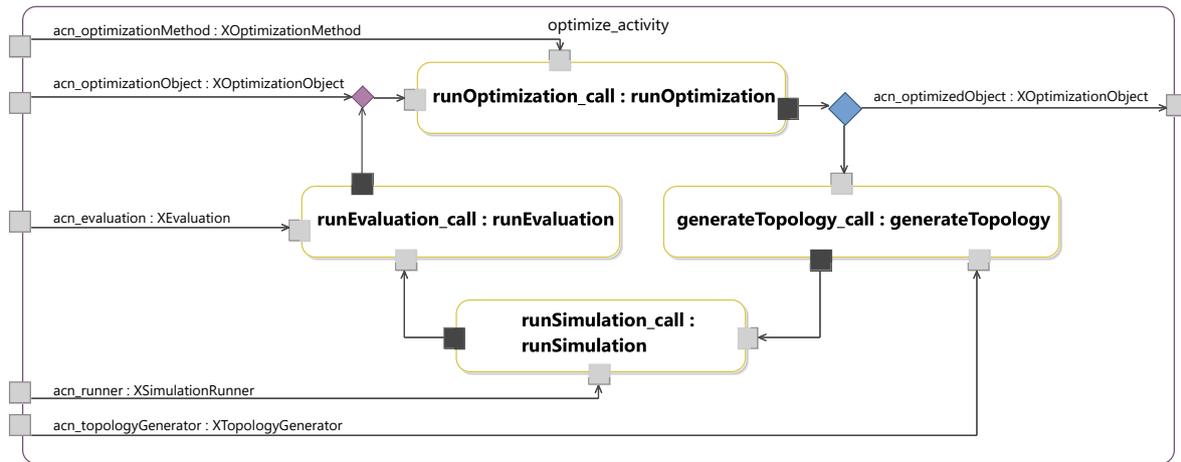


Figure 6: Activity diagram describing the optimization algorithm (Wichmann et al., 2016)

process terminates.

In our example, the optimization method solves the problem of optimal allocation of wireless sensor nodes (WSN) inside an airplane such that the required coverage is achieved with a minimal number of access points, for instance. WSNs are a candidate for avionic solutions such as structural health management or simply to reduce weight and costs of conventional cabling. More details on this application and the underlying simulation models can be found in (Jäger et al., 2014; Wichmann et al., 2016), but are not central to the aim of this paper.

For this example, so-called Wireless Data Concentrators (WDCs) can be allocated on the red line shown in Fig. 5. They may be moved on this only, and their order has to remain unchanged, as the resulting configuration would be equivalent because they are all identical. The vertical yellow and purple dashed segments limit the area in which the WDCs can be placed. The goal of the optimization process is to maximize an objective function, computed on the results of a simulation process for each set of input parameters.

An activity diagram describing the optimization process is shown in Fig. 6. The *runOptimization* call of the *callOperationAction* is defined as shown in Fig. 7. The simulated annealing activity diagram contains several basic elements appearing in most activity diagrams: input and output parameters, fork and decision nodes, CBAs, COAs and flow final nodes. In addition to the elements shown, the presented EE is currently able to support join nodes, merge nodes and activity final nodes.

The activity diagrams expect an object of type *XOptimizationObject* that is immediately forked so that it can be used by all the *CallBehaviorActions*

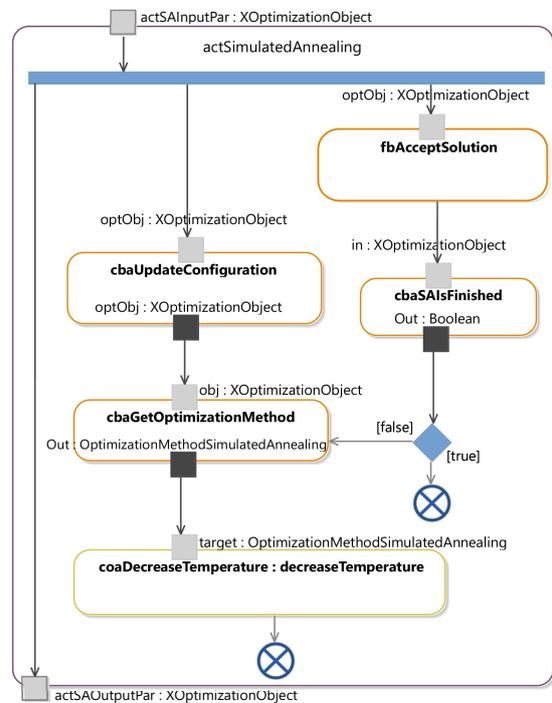


Figure 7: Activity diagram of the simulated annealing method

requiring it. This class stores the current optimization status, such as the best value found so far and the corresponding configuration. First, it is checked in the *cbaAcceptSolution* if the last computed solution should be accepted or not based on the system's temperature. Then, it is checked if the optimization process should stop, in the case the temperature has reached the frozen state (*cbaSAIsFinished*). If not, the configuration is updated by moving the WDCs

in a pseudo-random manner influenced by the current temperature value (`cbaUpdateConfiguration`). This new configuration has to respect some defined constraints to be valid. As an obvious design choice, a configuration is considered valid only if all sensor nodes are able to reach at least one WDC by radio communication. If this is the case, the system temperature (stored in the *OptimizationMethod-SimulatedAnnealing* class, that contains the properties related to the optimization method) is decreased (`coaDecreaseTemperature`) according to the simulated annealing temperature schedule and the simulation continues.

The described optimization heuristic model has been completely generated and compiled without manual changes and executes properly. The obtained results show that the method follows the expected behavior.

4 PERFORMANCE EVALUATION

For evaluating the execution performance, a simple algorithm has been chosen. Hence, a procedure that checks if a given number is prime has been implemented. It has been realized in 5 different languages or models, namely Action Language for Foundational UML (Alf), fUML (Moka EE), Java, C++, and for the EE exposed in this paper.

Fig. 8 shows the implementation realized in Alf. The algorithm first checks if the provided number n is odd. If not, n is clearly not prime. Otherwise, the number is checked against all the odd possible di-

```

activity isPrime() {
  let number:Integer = 8191;
  let divider:Integer = 3;
  if (number % 2 != 0) {
  do {
    if (number % divider == 0) {
      WriteLine("Number not prime");
      return;
    }
    divider = divider + 2;
  } while (divider <= number / 2);
  WriteLine("Number is prime");
  }
  else {
    WriteLine("Number not prime");
  }
}

```

Figure 8: Alf code that checks if a defined number is prime

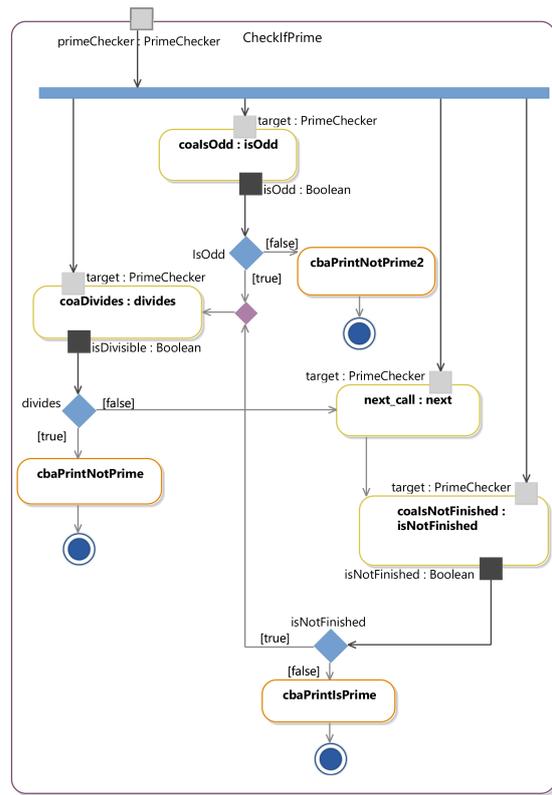


Figure 9: Activity diagram that models a prime checker composed by 4 COAs (shown in yellow) and 3 CBAs (in orange) used to print out the results

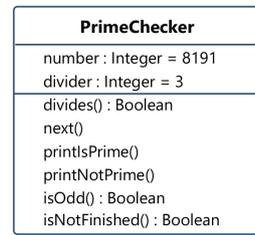


Figure 10: Class diagram of the PrimeChecker class

viders from 3 to $\lfloor \frac{n}{2} \rfloor$.

The C++ and Java versions are practically the same, apart slightly different syntax notations. The fUML model is realized by the compilation of the Alf code obtained from the *Alf Open Source Reference Implementation*. It is then executed by the Eclipse *Moka* fUML EE (Data Access Technologies, 2016).

Regarding the proposed EE, the algorithm has been modeled as shown in Fig. 9. The activity takes an instance of a class `PrimeChecker` as input. This class has two integer properties (`number` and `divider`) and six operations, as shown in Fig. 10. The class instance will be forked and used as the target of all the

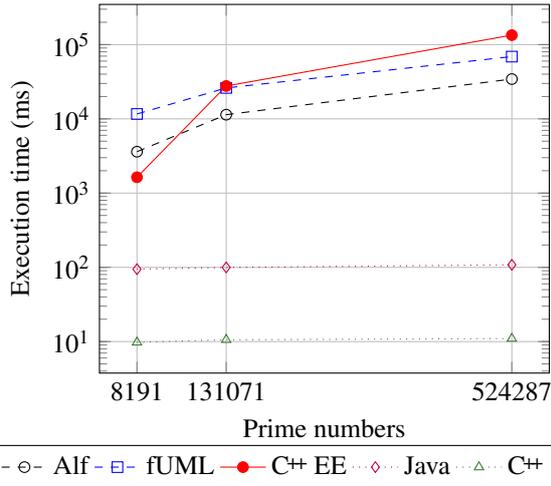


Figure 11: Execution times of the prime checkers

CallOperationActions present in this activity.

Whereas the CallBehaviorActions take care of printing out the result of the evaluation, the CallOperationActions perform the operation that access or modify the PrimeChecker’s properties.

The prime checker has been tested against three prime numbers: namely the fifth, sixth and seventh *Mersenne’s* primes ($M_{13} = 8191, M_{17} = 131071, M_{19} = 524287$) (Robinson, 1954).

The resulting execution times which are shown in Table 1 are plotted in Fig. 11. The plotted results are the arithmetical average of 10 executions performed on an idle x64 machine with 8GB of RAM. As expected, the manually implemented C++ and Java implementation outperform the EEs, by only requiring less than 100ms in order to execute all the cases.

Among the EEs, the one proposed in this paper is faster by a factor of 2.2 for the computation of M_{13} compared to the Alf EE, and 7 times faster than the fUML Moka EE. Regarding M_{17} , our engine performs as good as the fUML one, whereas for M_{19} it requires almost double the time of the Moka EE.

The plot shown in Fig. 12 shows the memory peak of each EE process. Whereas the proposed C++ EE has a linear memory occupation, the fUML and Alf EEs show an inconsistent trend that shows a higher memory requirement. Our EE memory footprint occupies for the computation of M_{13} 18 and 20 times less memory than the Alf and fUML Moka EEs. As the prime number increases, this ratio decreases down to a factor of 1.37.

In Table 2 the storage requirement of the different methods are shown. The first column shows the size in MB of the model (in the fUML case) or the source code (for Alf) or the compiled binaries (for the rest). The second one displays the required storage

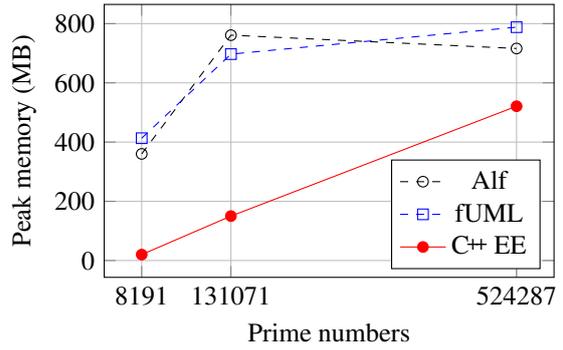


Figure 12: Peak memory usage of the prime checkers

size for having a runnable standalone version including all necessary libraries.

The table shows that our C++ implementation has a significantly smaller storage requirement, actually by a factor of 5.5 to 6.7 times less than the other EEs and the Java implementation.

5 CONCLUSIONS

This paper proposed a Model Driven C++ EE for fUML. Thanks to it, it has been possible to generate and execute models in a memory-efficient way. The UML and fUML complete release libraries currently have a size of 14.9MB and 2.19MB, respectively, which is significantly less than already the memory requirement of the Java virtual machine (~ 152 MB).

With the proposed EE it was possible to model and execute a heuristic solving a real-life optimization problem. This XMI model has been used to generate executable C++ code that can be directly compiled without requiring any manual enhancement. The proposed C++ solution appears to have a constant overhead that becomes relevant when the number of iteration increases. This is probably due to the design choice of using multiple instead of single inheritance. Because of this, dynamic casts need to be performed in order to obtain access to the elements’ specific methods, requiring to be executed and checked at run-time (Goldthwaite, 2006).

The proposed EE, completely realized from the generation of an ecore model to C++ code, successfully executed the modeled optimization algorithm and the single components’ unit tests. Thanks to its easily extensible structure, it is possible to extend it by adding new components that do not belong to the fUML specification without impairing the reached conformance level. The EE supports the mainly used activity diagrams’ elements and can handle parameters of any type. The source code can be

Table 1: Average execution times and the standard deviation expressed in milliseconds

Prime#	alf		fUML		C++ EE		Java		C++	
	Mean	σ	Mean	σ	Mean	σ	Mean	σ	Mean	σ
M_{13}	3611.6	98.4	11628.1	624.6	1634.8	8.4	94.5	1.7	9.8	2.9
M_{17}	11381.8	165.2	26097.2	1022.7	27699.7	227.0	99.8	2.2	10.6	1.4
M_{19}	34357.1	320.4	68925.7	1669.3	134118.8	869.3	108.2	3.2	11.0	1.1

Table 2: Memory requirements for the models and related libraries in order to execute (in MB)

Realized in	Storage Requirement	
	Program only	Incl. Run-time
Alf	0.1	155.1
fUML	0.6	183.1
C++ fUML	1.4	27.2
Java	0.1	152.1
C++	0.5	0.5

downloaded under (Systems and Software Engineering Group, 2016).

Future Works For the code to execute, the complete version of the UML and the fUML library is currently needed. The UML and fUML libraries size is currently acceptable, but it can be improved. A possible approach would be to generate a smaller version of the libraries in order to reduce their memory footprint, by including only the elements which are actually used in the model being generated.

As the workflow has not been integrated into any IDE yet, the user still needs to perform all single operations separately. However, this can be easily overcome in the future by integrating all steps into a plugin for the Eclipse Platform.

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