≪UML≫'99 Preface

"While in geometry attempts to square the circle never succeeded, the UML has achieved it: states can be implemented as classes." – "We have made much progress from the time clouds were used."

The Unified Modeling Language is described as a language for "specifying, visualizing, constructing, and documenting the artifacts of software systems" and for business modeling (OMG UML V1.x documents). The UML reflects some of the best experiences in object-oriented modeling, thus it has the potential to become a widely-used standard object-oriented modeling language.

As a generally-applicable standard the UML has to be both flexible (extensible, adaptable, modifiable) and precise. Flexibility is needed if the UML is to be used in a variety of application domains. Tailoring of UML syntax and adaptation of UML semantics to system domains is highly desirable. Incorporating domain-specific concepts into the language will yield modeling languages that more effectively support system development in these domains. Tailoring may involve determining a subset of the UML that is applicable to the domain, extending or modifying existing language elements, or defining new language elements. One can envisage UML variants that are tailored to specific domains, for example, UML for real-time systems, multimedia systems, and for internet-based systems. Furthermore, one can also define UML variants that determine levels of sophistication in the use of the UML. For example, one can define a "UML-Light" that utilizes basic UML concepts, a "UML-Advanced" that utilizes more advanced concepts, and a "UML-Expert" that uses concepts that require substantial experiences in the use of the UML. In this respect, one can consider the UML to be a family of languages rather than a single, coherent language.

As in the case of natural languages, one does not need to understand the full language before one can express oneself. Consequently, lightweight versions for different purposes are needed, but extensions of the UML beyond stereotypes and tagged-values wherever necessary should be considered in the future. In the fields of business modeling, timed and analogous systems, as well as architectural descriptions, enhancements will surely come, perhaps bringing new specialized kinds of diagrams into the UML.

Precision is needed if the UML is to effectively serve as a standard. A precise language supports effective communication of intent and enables the development of rigorous analysis tools. Work on developing precise semantics for the UML is the main thrust of UML research in academia. The development of a pragmatic and precise semantics for the UML requires both technical and social processes. It is imperative that the semantics support a common-sense usage of the UML in practice. It is not good enough to propose a precise semantics in a formal notation. One must also demonstrate that the proposed semantics

supports commonly held views of how the UML is to be applied and that the semantics is consistent with widely-perceived successful industrial applications of the language. Furthermore, the semantics should give tool-developers useful insight to support the development of semantic analysis tools.

The flexibility and precision qualities may seem at odds with each other. Regarding UML as a family of languages suggests that there cannot be a single precise UML semantics. On the other hand, the multiple languages must have a common language core if they are to be considered UML variants and not new languages. Work on defining a precise semantics for the UML should focus on (1) identifying this core, (2) developing precise characterizations of the core concepts, and (3) developing mechanisms that can be used to extend and modify the core semantics to support the tailoring of the UML to different usages and domains.

Balancing the demands for UML extensions and adaptations with the need to consolidate and unify concepts to create a coherent standard will be a major challenge as the UML evolves. Both forces can contribute significantly to the development of the UML only if appropriately balanced. Demands for extensions and adaptations can be analyzed together to identify common concepts that can be usefully and consistently added to a UML core, but identifying common concepts and determining the consistency of new concepts with existing standard UML concepts are challenging activities.

The evolution of the UML can benefit significantly from the best experiences in other computer science communities. Experiences that can be exploited in the development of the UML include work on conceptual modeling and knowledge engineering in the Artificial Intelligence community, work on rigorous/formal software development in the Software Engineering community, work on data modeling in the Database community, and work on denotational and operational semantics, type theories, and higher-level programming languages in the Programming Language community. For example, it is conceivable that one can use a sub-language of the UML as a higher-level programming language, thus paving the way for the use of the UML as a wide-spectrum development language.

Closely linked to UML issues are questions related to how and where to use and apply it. Current interest in methodical issues and the definition of development processes reflects this awareness. Methods-in-the-Large and project management issues are rather well elaborated, and the "methods in the small" will receive far more attention in the future. We need more techniques that allow composing or refining of the various kinds of diagram types, translate between them, and trace information across diagrams. Proprietary solutions for some techniques are coded in the tools, and need scientific examination to allow further improvement.

We are waiting for the day when the (core) UML will be regarded as a semantically sound and precise language.

The objective of the ≪UML≫'99 conference is to bring together researchers and developers from academia and industry, and from a variety of computer science communities, to present and discuss works that can potentially contribute to the evolution of the UML. In particular, the ≪UML≫'99 conference aims to foster closer working relationships between researchers and developers in industry and researchers in academia. As indicated above, the successful evolution of the UML will require theoretical and industry-driven contributions. Past work on the UML provides ample evidence that concepts developed in academia can be effectively interwoven with practical experiences. The intent of the UML conferences is to enhance such interactions by providing an open forum for discussing and analyzing theoretical and practical challenges facing the development of the UML.

In keeping with the scientific orientation of ≪UML≫'99, the conference is primarily structured around paper presentations and discussion panels. The presentations and panels are targeted to an audience that is at least familiar with the basic elements of the UML, and has a significant interest in the development of the UML as a well-founded standard. In total 166 papers were submitted to the ≪UML≫'99 conference, of which 44 were selected by the programme committee for presentation. The selected papers touch upon a variety of issues and reflect numerous perspectives on how the UML should evolve. The concerns and issues mentioned above, and more, are addressed in varying degrees in the selected papers.

We would like to express our deepest appreciation to the authors of submitted papers, the programme committee members, those committee members who also acted as shepherds for some of the papers, the external referees, Ljiljana Döhring for handling the paper printing process, Adrian Bunk for setting up and handling the electronic submission process, and Matthias Rahlf for setting up the Web page for the electronic programme committee meeting. We would also like to thank the numerous people who have been involved in the organisation of ≪UML≫'99 and, in particular, the organisers of last year's conference in Mulhouse, Jean Bézivin and Pierre-Alain Muller for their helpful advice, the publicity chairs, in particular, Jean-Michel Bruel for maintaining the mailing list, the poster chair, Jim Bieman, and the conference coordinator, Kathy Krell, who kept all the pieces together and made the organisation a much smoother process. We would also like to thank the IEEE-CS conference support staff for their invaluable help.

September 1999 Robert France, Bernhard Rumpe

Organisation

≪UML≫'99 was organised by Robert France from the Department of Computer Science at Colorado State University, and by Bernhard Rumpe from the Computer Science Department at the Technische Universität München, under the auspices of IEEE Computer Society Technical Committee on Complexity in Computing, and in cooperation with ACM SIGSOFT and SIGPLAN (Association for Computing Machinery, Special Interest Group for Software Engineering, Special Interest Group on Programming Languages).

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Adrian Bunk, Ljiljana Döhring, Emanuel Grant, Matthias Rahlf, and all our on-site student volunteers.

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