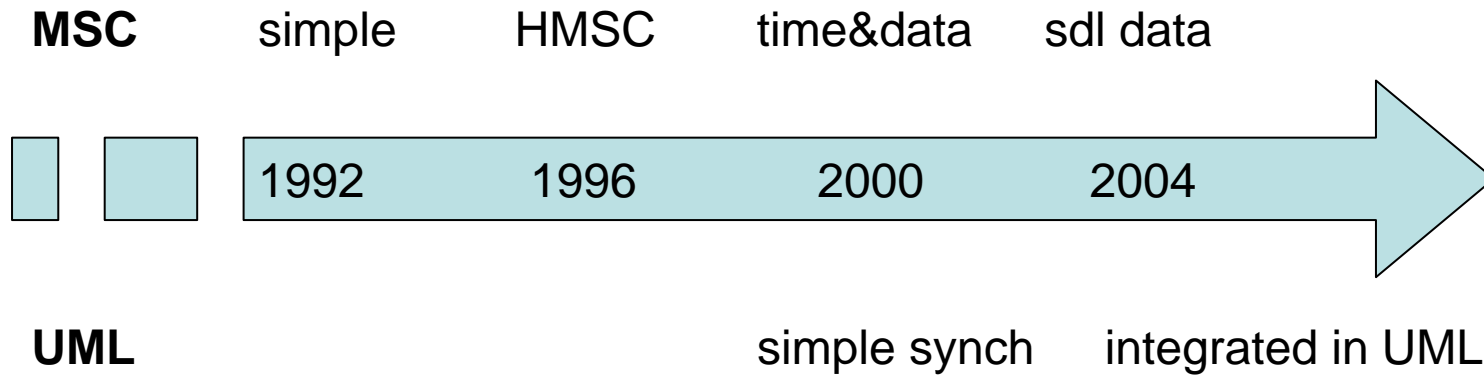




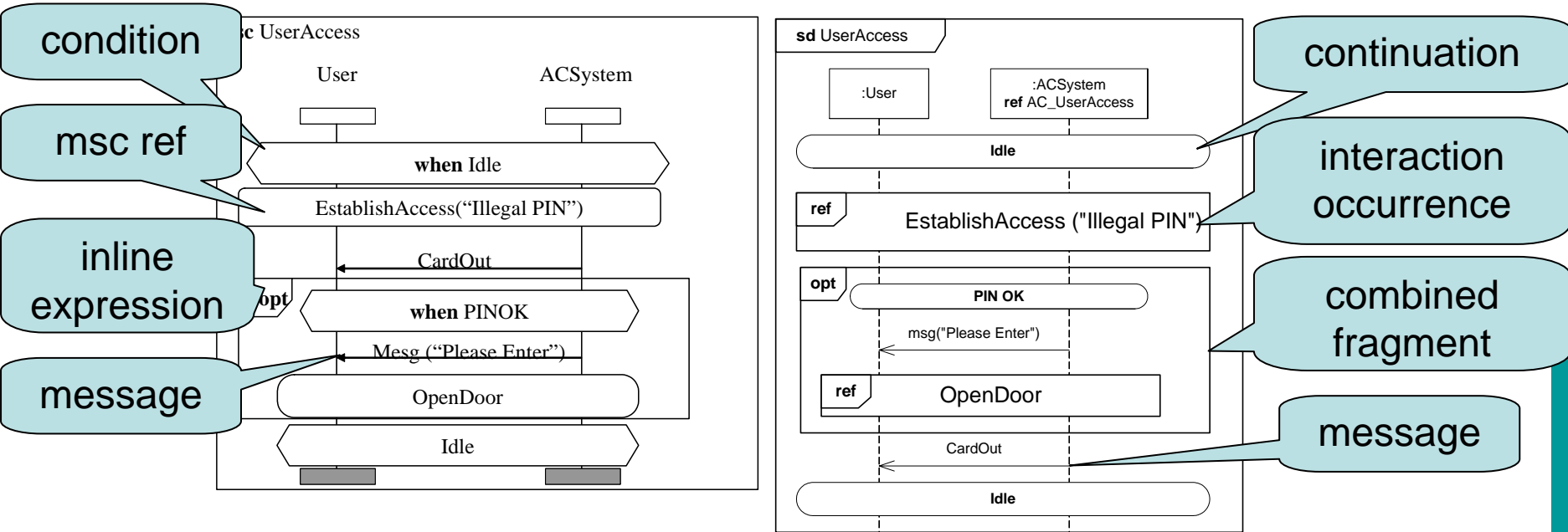
# Comparing UML 2.0 Interactions and MSC-2000

*Can MSC be retired?*

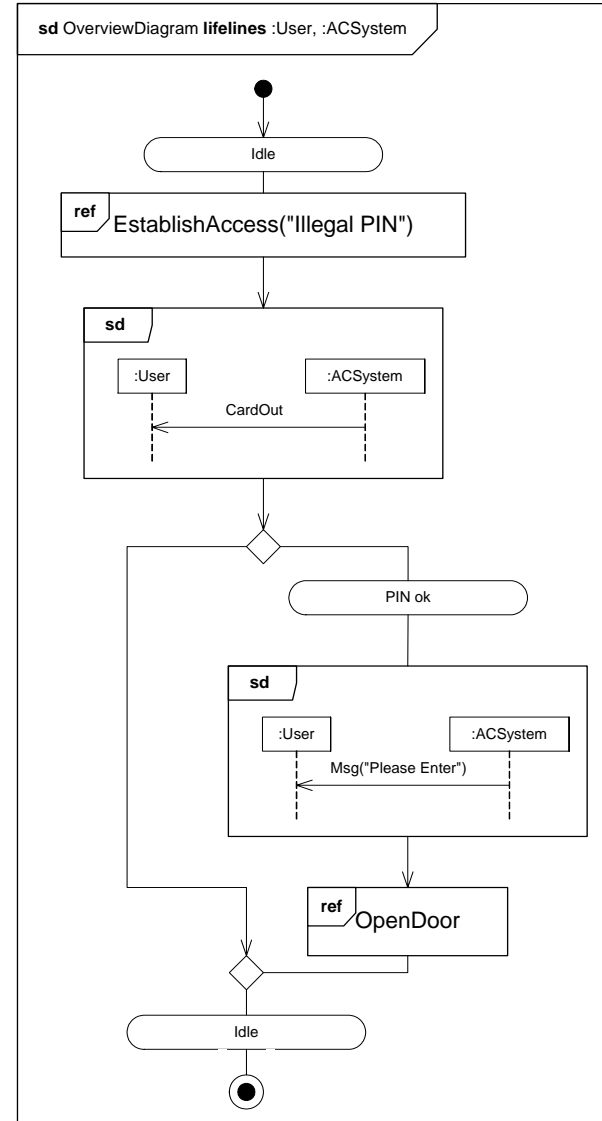
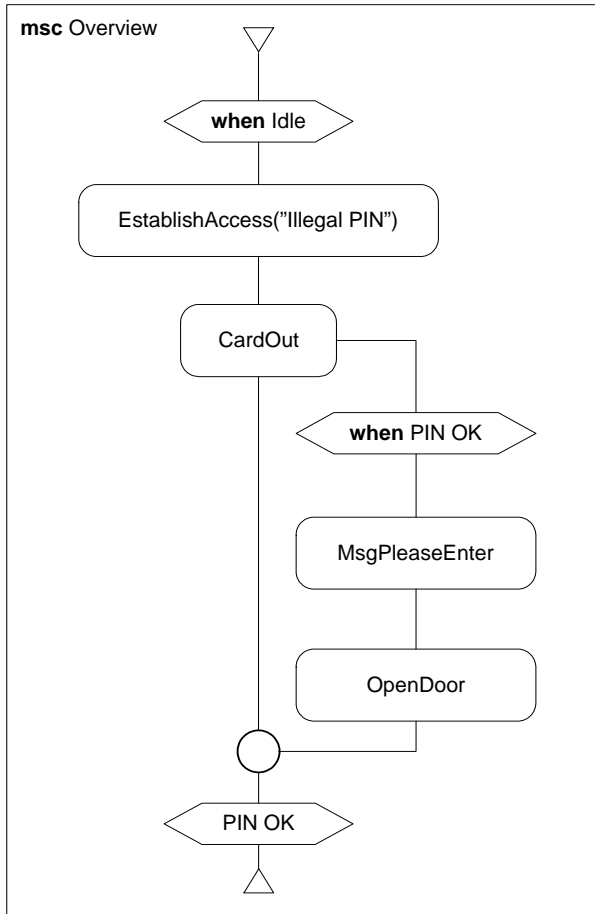
# Timeline



# Different terms – but the same concepts



# Several kinds of diagrams



# Context of MSCs / Interactions

msc doc.

```

mscdocument ACContext
inst ACSystem; inst Supervisor;
inst User; inst NewUser;
msg Mesg: (charstring);
language C; wildcards _; data #include cdefs.h;
    
```

defining/  
utilities

PinChange

UserAccess

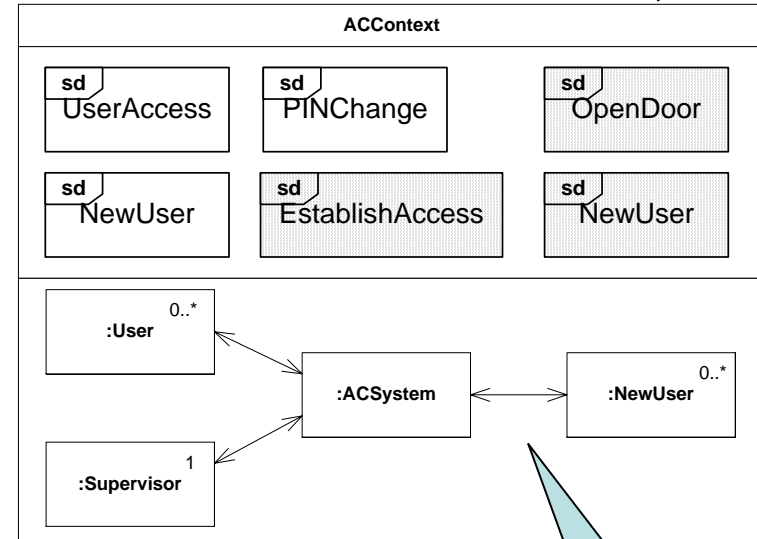
NewUser

EstablishAccess

GivePIN

OpenDoor

classifier



composite  
structure



# Decomposition, Messages and Suspension region

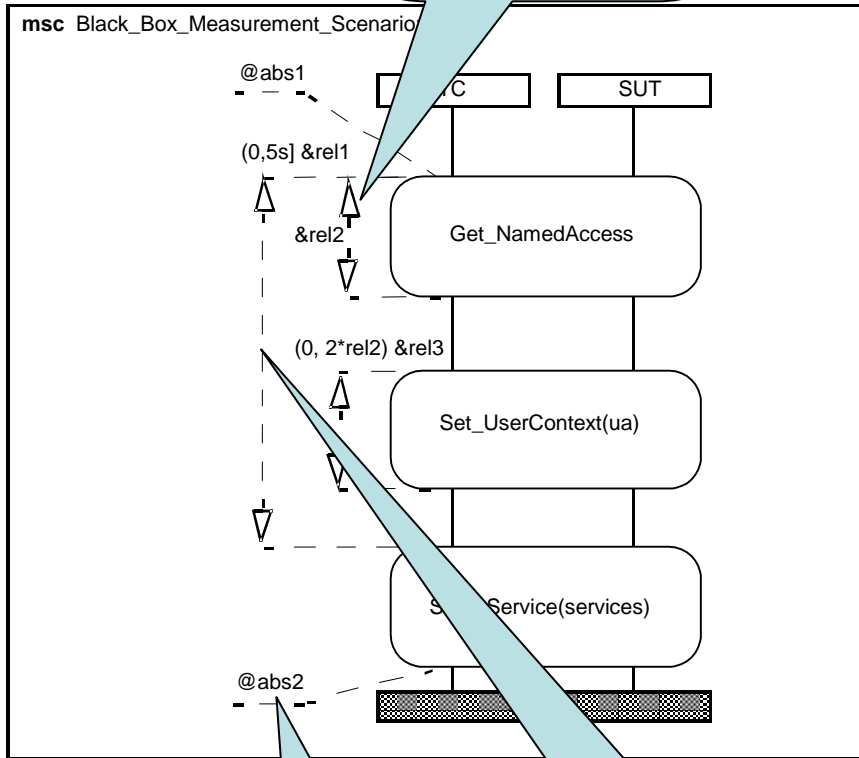
- Decomposition
  - MSC 2000: hierarchy of MSC Documents
  - UML 2.0: hierarchy of UML classes. Strictly follows the composite structure
- Messages
  - MSC 2000: in general asynchronous, but synchronized method calls can be expressed
  - UML 2.0: synchronous as well as asynchronous. Messages often represent synchronized method calls.
- Suspension region
  - MSC 2000: it is there
  - UML 2.0: it is not there



# Data

- MSC-2000
  - has a very sophisticated scheme
    - to define the data interface within the description itself
      - both syntax and semantics
    - that will make it possible to use the data language of your choice
  - interface definition exists for SDL (Z.121)
    - does anyone use it?
- UML 2.0
  - has no concrete data language of its own
  - has an abstract syntax of Actions (metamodel)
- In practice
  - both use fragments of programming languages

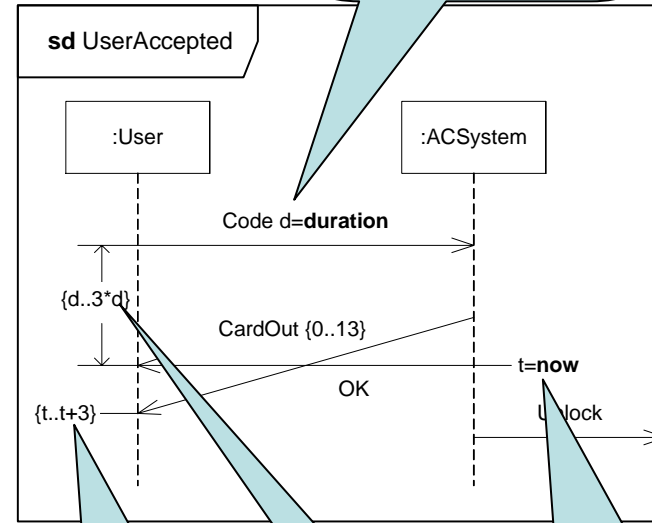
# Time



duration observation

time observation

duration constraint



duration observation

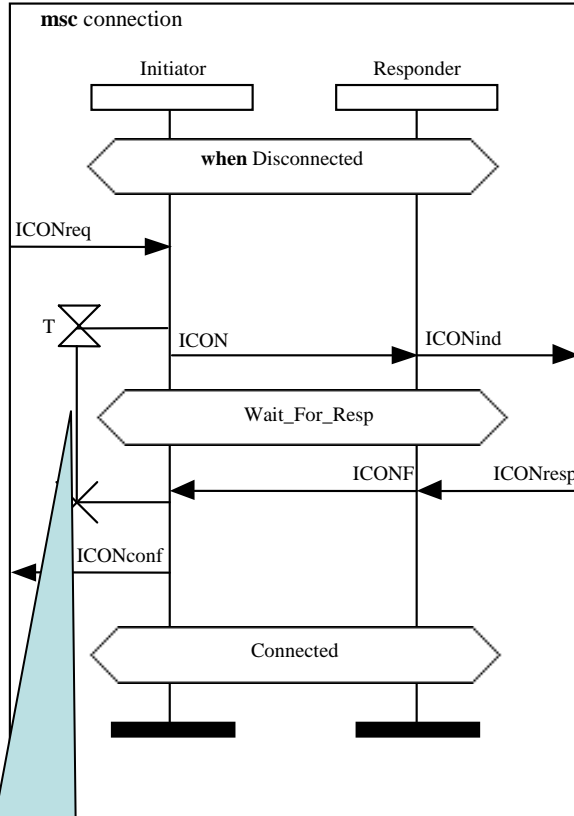
time constraint

time observation

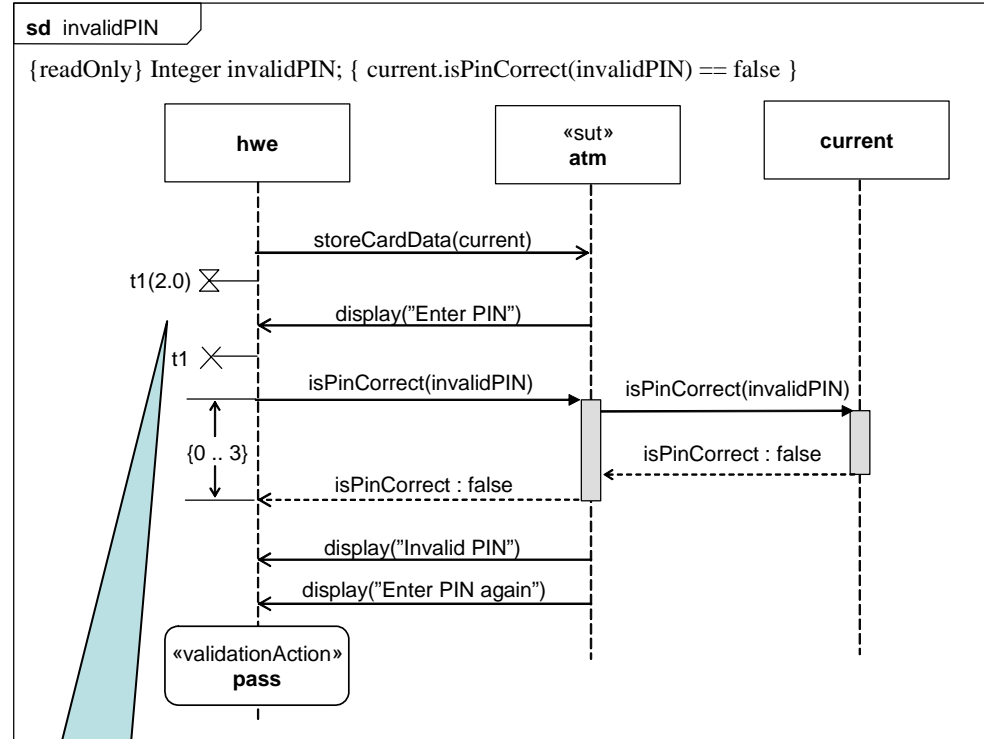
duration constraint



# Timers and the U2TP UML 2.0 Profile



timer  
operations



timer  
operations



# Generics

- MSC-2000
  - parameterizing of messages, instances, data values
- UML 2.0
  - general template mechanism
  - normal value parameters
- Comparison
  - MSC is slightly better



# Formal Semantics

- MSC-2000
  - has no Annex B (i.e. formal semantics)
  - but MSC-96 had Annex B (Michel Reniers)
- UML 2.0
  - has no official formal semantics
  - but there are numerous attempts to formalize parts of UML 2.0
    - pUML-group
    - STAIRS
      - formalization of Interactions based on trace semantics and FOKUS-inspired approach
- In practice
  - the tools define the real semantics



# Profiling UML

- Profiles in UML is a way to customize UML for a specific purpose
- Official profiles
  - UML Profile for schedulability, performance and time specification
    - still only for UML 1.4
  - UML Profile for Testing
    - U2TP – the first available profile for UML 2.0
    - adds timers and time zones
    - adds data partitioning
    - adds test-specific terms
- Your own profile
  - for some project, or some specific purpose
    - but beware that you add semantics as well as syntax



# The Future of MSC/SDL vs UML

- Scenario1: MSC/SDL and UML both prevail
  - they will need different niches, and UML will not let any lucrative niche be left unattended
- Scenario2: UML fails
  - MSC/SDL can thrive in the real-time market
  - something new e.g. from Microsoft outcompetes both
- Scenario3: UML succeeds more
  - MSC/SDL will gradually surrender ground to UML
  - MSC/SDL tool vendors will become UML vendors
  - There may be markets for MSC/SDL profiles of UML
    - what is executable UML?



# Which scenario will happen?

- It will not be dependent (purely) on technical reasons