



# Kernel Modeling Language (KerML)

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KerML Function Model Library (model interchange project ZIP) ad/2023-02-06

KerML Model Interchange Schemas (JSON Schema) ad/2023-02-07

KerML Metamodel Schema (JSON Schema) ad/2023-02-28

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# 0 Submission Introduction

## 0.1 Submission Overview

The SysML v2 Submission Team (SST) is making two submissions in response to the Systems Modeling Language (SysML®) v2 Request for Proposals (RFP) (ad/2017-11-04).

1. *Kernel Modeling Language (KerML), Version 1.0* (ad/2023-02-02)
2. Part 1: *OMG Systems Modeling Language (SysML), Version 2.0* (ad/2023-02-09)  
Part 2: *SysML v1 to v2 Transformation* (ad/2023-02-10)

The first submission defines a *Kernel Modeling Language (KerML)*, of which this document is the submission, that provides a syntactic and semantic foundation for creating application specific modeling languages. The second submission specifies the *Systems Modeling Language (SysML), version 2.0*, built on this foundation.

Even though both submission are being submitted together to fulfill the requirements of the SysML v2 RFP, the KerML specification is being submitted separately because, by intent, KerML provides a common basis for creation of new modeling languages (or evolution of existing modeling languages), beyond just SysML v2. It moves beyond the syntactic interoperability offered by the current OMG Meta Object Facility (MOF) to the possibility of diverse modeling languages that are tailored to specific applications while maintaining fundamental semantic interoperability.

## 0.2 Submitters

The following OMG member organizations are jointly submitting this proposed specification:

- 88solutions Corporation
- Dassault Systèmes
- GfSE e.V.
- IBM
- INCOSE
- Intercax LLC
- Lockheed Martin Corporation
- MITRE
- Model Driven Solutions, Inc.
- PTC
- Simula Research Laboratory AS
- Thematrix Partners LLC

The submitters also thankfully acknowledge the support of many other organizations that participated in the SysML v2 Submission Team (SST).

The contacts for this joint submission (acting for all submitters) are:

- Sandy Friedenthal, SAF Consulting/INCOSE, safriedenthal@gmail.com
- Ed Seidewitz, Model Driven Solutions, ed-s@modeldriven.com

## 0.3 Issues to be Discussed

*6.7.1 Proposals shall describe a proof of concept implementation that can successfully execute the test cases that are required in 6.5.4.*

The SST is developing a pilot implementation of the full KerML abstract syntax and textual concrete syntax. This is publicly available under an open source license at <https://github.com/Systems-Modeling>. The pilot implementation was incrementally developed along with each draft release of this document. Since the conformance test suite was not developed, it is not possible to demonstrate execution of such tests. Nevertheless, the majority of this proposed specification describes the language as it has been implemented.

*6.7.2 Proposals shall provide a requirements traceability matrix that demonstrates how each requirement in the RFP is satisfied. It is recognized that the requirements will be evaluated in more detail as part of the submission process. Rationale should be included in the matrix to support any proposed changes to these requirements.*

See subclause 0.4.

*6.7.3 Proposals shall include a description of how OMG technologies are leveraged and what proposed changes to these technologies are needed to support the specification.*

As required in the SysML v2 RFP, the abstract syntax for KerML is defined as a model that is consistent with the OMG Meta Object Facility [MOF] as extended with MOF Support for Semantic Structures [SMOF] (see [8.3](#)). This also allows KerML models represented in the KerML abstract syntax to be interchanged using OMG XML Metadata Interchange [XMI].

The OMG MOF standard has been used to define many OMG-standardized modeling languages, and the KerML language definition is also built on it. However, MOF and XMI only standardize the means for specifying the abstract syntax of a modeling language and interchanging models so specified. Even SMOF provides only limited additional support for the syntactic structures required for so-called "semantic" languages.

The goal of KerML is to go beyond this and to become a new OMG standard providing application-independent syntax *and semantics* for creating more specific modeling languages (as described further in [Clause 1](#)). This will allow not only syntactic interchange between modeling tools, but also semantic interoperability.

## 0.4 Language Requirements

### 0.4.1 Mandatory Language Requirements

[Table 1](#) lists the mandatory language requirements addressed by KerML and SysML. These are based on Section 6.5 Mandatory Requirements from the SysML v2 RFP, but also include additions and changes as documented in [0.4.5](#).

**Table 1. Mandatory Language Requirements**

Req. ID	Req. Name	Text
ANL 1	Analysis Requirements Group	The requirements in this group are used to specify an analysis, along with other requirements such as Properties, Values, and Expressions.
ANL 1.01	Subject of the Analysis	Proposals for SysML v2 shall include the capability to model the relationship between the analysis and the subject of the analysis (system being analyzed).

Req. ID	Req. Name	Text
ANL 1.02	Analysis	Proposals for SysML v2 shall include the capability to specify an Analysis, including the subject of analysis (e.g., system), the analysis case, and the analysis models and related infrastructure to perform the analysis.
ANL 1.03	Parameters of Interest	Proposals for SysML v2 shall include the capability to identify the key parameters of interest including measures-of-effectiveness (MoE) and other key measures of performance (MoP).
ANL 1.04	Analysis Case	<p>Proposals for SysML v2 shall include the capability to model the analysis case to specify the analysis scenarios and associated analysis methods needed to produce an analysis result that achieves the analysis objectives.</p> <p><b>Supporting Information:</b> This is intended to be a specialization of Case.</p>
ANL 1.05	Analysis Objectives	Proposals for SysML v2 shall include the capability to model the objective of the analysis being performed in text or as a mathematical formalism, e.g. math expression, so that it can be evaluated.
ANL 1.06	Analysis Scenarios	Proposals for SysML v2 shall include the capability to model the scenarios that identify the analysis models to be executed, the conditions and assumptions, and the configurations of the subject of the analysis and the related infrastructure to perform the analysis.

Req. ID	Req. Name	Text
ANL 1.07	Analysis Assumption	Proposals for SysML v2 shall include the capability to model the assumptions of the analyses in a text or mathematical form, e.g. constraints and boundary conditions.
ANL 1.08	Analysis Decomposition	Proposals for SysML v2 shall include the capability to decompose an analysis into constituent analyses.
ANL 1.09	Analysis Model	<p>Proposals for SysML v2 shall include the capability to specify an analysis model.</p> <p><b>Supporting Information:</b>            Analysis models can be defined natively in SysML (e.g. parametric model or behavior model) or externally (e.g. equation-based math models, finite element analysis models, or computational fluid dynamics models). The level of fidelity of the specification of the analysis model can vary from an abstract specification that defines the intent of the analysis including its input and output parameters, to a detailed specification that a particular solver can execute.</p>
ANL 1.11	Analysis Result	<p>Proposals for SysML v2 shall include the capability to relate the results of executing analysis models to the analysis.</p> <p><b>Supporting Information:</b> The results may be stored in the SysML v2 model itself or in an external store (e.g. CSV file or database). The results can be used to evaluate how well the analysis objectives are satisfied, and to obtain the supporting rationale for decisions taken based on the analysis.</p>



Req. ID	Req. Name	Text
ANL 1.13	Analysis Metadata	Proposals for SysML v2 shall include the capability to represent the metadata relevant to specifying the analysis, including the specification of dependent and independent parameters.
ANL 1.14	Decision Group	The requirements in this group support trade-off analysis among alternatives. This typically involves making decisions during the design process to evaluate alternative designs based on a set of criteria, and selecting a preferred design.
ANL 1.14.2	Alternative	Proposals for SysML v2 shall include a capability to represent a set of alternatives.
ANL 1.14.4	Decision	<p>Proposals for SysML v2 shall include a capability to represent a decision as one or more selections among alternatives.</p> <p><b>Supporting Information:</b> This Decision and Rationale can be related through an Explanation relationship. The Rationale can refer to the supporting analysis.</p>
ANL 1.14.5	Criteria	Proposals for SysML v2 shall include a capability to represent criteria that is used as a basis for a decision or evaluation.
ANL 1.14.6	Rationale	Proposals for SysML v2 shall include a capability to represent rationale for a decision or other conclusion.
BHV 1	Behavior Requirements Group	

Req. ID	Req. Name	Text
BHV 1.01	Behavior	<p>Proposals for SysML v2 shall include the capability to model a Behavior that represents the interaction between individual structural elements and their change of state over time.</p>
BHV 1.02	Behavior Decomposition	<p>Proposals for SysML v2 shall include the capability to decompose a behavior to any level of decomposition, and to define localized usages of behavior at nested levels of decomposition.</p> <p><b>Supporting Information:</b></p> <p>The decomposition of behavior should conform to a similar pattern as the decomposition of structure, and include capabilities for specialization, redefinition, and sub-setting.</p> <p>The decomposition should also include the equivalent capability to decompose a SysML v1 activity on a BDD, and the ability to decompose actions using a structured activity node.</p>
BHV 1.03	Function-based Behavior Group	

Req. ID	Req. Name	Text
BHV 1.03.1	Function-based Behavior	<p>Proposals for SysML v2 shall include the capability to represent a controlled sequence of actions (or functions) that can transform a set of input items to a set of output items.</p> <p><b>Supporting Information:</b></p> <p>SysML v2 should provide an integrated approach to specify behavior that reflects similar capabilities to SysML v1 activities and sequence diagrams, which are expected to be different views of the same underlying model.</p> <p>The input items and output items correspond to item usages and their associated value properties whose values can vary over time. Item flows connect an output item usage to an input item usage.</p> <p>The start and stop events should be represented explicitly (e.g., control pins). Event flows connect a stop event to a start event.</p> <p>The specific features of activities and sequence diagrams to be included in SysML v2 beyond what is specified in this section should be defined in the proposal.</p>
BHV 1.03.3	Function-based Behavior Constraints	<p>Proposals for SysML v2 shall include the capability to model constraints on a function-based behavior that includes the ability to represent a declarative specification in terms of its pre-conditions and post-conditions, and any constraints that apply throughout execution of the behavior.</p>

Req. ID	Req. Name	Text
BHV 1.03.4	Opaque Behavior	Proposals for SysML v2 shall include the capability to represent a behavior that embeds the definition in a language such as a programming language.
BHV 1.03.6	Structure Modification Behavior	<p>Proposals for SysML v2 shall include the capability to represent behaviors that can modify the structure of an element over time, such as the creation and destruction of interconnections and composition.</p> <p><b>Supporting Information:</b></p> <p>An example is the behavior associated with the separation of a first stage rocket, or the assembly or disassembly of a product.</p>
BHV 1.04	State-based Behavior Group	
BHV 1.04.1	Regions, States, and Transitions	<p>Proposals for SysML v2 shall include the capability to represent the state behavior of a structural element in terms of its concurrent regions with mutually exclusive finite states, and transitions between finite states.</p> <p><b>Supporting Information:</b></p> <p>A state change can result from a change in structure.</p>
BHV 1.04.2	Integration of Function-based Behavior with Finite State Behavior	Proposals for SysML v2 shall include the capability to model function-based behavior both on transitions between finite states, and upon entry, exit, and while in a finite state.

Req. ID	Req. Name	Text
BHV 1.04.3	Integration of Constraints with Finite State Behavior	Proposals for SysML v2 shall include the capability to model constraints both on transitions between finite states, and upon entry, exit, and while in a finite state.
BHV 1.05	Discrete and Continuous Time Behavior	Proposals for SysML v2 shall include the capability to model behaviors whose inputs and outputs vary continuously as a function of time, or discretely as a function of time.
BHV 1.06	Events	<p>Proposals for SysML v2 shall include the capability to model signal events, time events, and change events and their ordering.</p> <p><b>Supporting Information:</b>  The ordering of actions (i.e., functions) is accomplished through ordering of their start and completion events.  Events can trigger a change from one finite-state to another.  Events should be able to be explicitly represented in both function-based behavior and finite-state behavior.  Events can be defined and used in different contexts.</p>
BHV 1.07	Control Nodes	<p>Proposals for SysML v2 shall include the capability to model control nodes that specify a logical expression of conditions and events to enable a flow.</p> <p><b>Supporting Information:</b> For Example: {Inputs A &lt; a1 AND B&gt;=b2 OR C AND NOT D} must be true).</p>

Req. ID	Req. Name	Text
BHV 1.08	Time Constraints	<p>Proposals for SysML v2 shall include the capability to specify the absolute or relative time associated with an event that includes start events, stop events, and duration constraints between events to represent the time-line associated with a behavior.</p> <p><b>Supporting Information:</b> Time is a property typed by a Value Type whose quantity kind and units are specified as part of QUDV.</p>
BHV 1.10	Behavior Execution	<p>Proposals for SysML v2 shall include the capability to execute function-based and state-based behavior to specify the state history of individual elements and their interactions with other individual elements.</p> <p><b>Supporting Information:</b> The behavior of a Definition Element or Configuration Element represent the default behavior of the conforming Individual Elements.</p>
BHV 1.11	Integration between Structure and Behavior	

Req. ID	Req. Name	Text
BHV 1.11.1	Allocation of Behavior to Structure	<p>Proposals for SysML v2 shall include the capability to represent the behavior of one or more structural elements.</p> <p><b>Supporting Information:</b></p> <p>This should support the ability to define a state machine of a structural element, with finite states that enable actions (i.e., functions) and constraints. In addition, this should support the ability to specify the functions performed by a component, and the applicable constraints, without specifying the finite state that enables them.</p> <p>The representation should allow more than one structural element to perform a single function, such as when two people carry a load. This is analogous to a reference interaction in a SysML v1 sequence diagram that spans multiple lifelines and displays the participating lifelines. The reference interaction refers to another sequence diagram.</p>

Req. ID	Req. Name	Text
BHV 1.11.2	Integration of Control Flow and Input/Output Flow	<p>Proposals for SysML v2 shall ensure that inputs, outputs, and events can be represented consistently across behavior and structure.</p> <p><b>Supporting Information:</b></p> <p>In SysML v1, it is often difficult to ensure consistent representation of control flow and input/output flow. Examples include potential inconsistencies between:</p> <ul style="list-style-type: none"> <li>• Flows on activity diagrams and messages on sequence diagrams.</li> <li>• Flows on activity diagrams and item flows on ibd</li> <li>• Inputs and outputs on activity diagram and corresponding inputs and outputs on activity decomposition on a bdd</li> <li>• Inability to represent input/output of activities on do behaviors of state machines</li> </ul>
BHV 1.11.3	Storing Items in Storage Elements Requirements Group	



Req. ID	Req. Name	Text
BHV 1.11.3.1	Storage Element and Stored Item Usages	<p>Proposals for SysML v2 shall include the capability to model a storage element that can store items declared by stored item usages. The stored items shall be identified as conserved (e.g., a physical element) or copied (e.g., data from memory). Conservation constraints shall apply to conserved item usages (e.g., amount in - amount out=amount stored).</p> <p><b>Supporting Information:</b> Examples include:</p> <p>A storage element called tank that stores a stored item usage called fluid. (example of a conserved stored item usage)</p> <p>A storage element called common value table that stores a stored item usage called system mode. (example of a copied stored item usage)</p>

Req. ID	Req. Name	Text
BHV 1.11.3.2	Create, Modify, and Consume Stored Items	<p>Proposals for SysML v2 shall include the capability to model outputs and inputs of a behavior that create, modify, or consume stored items of a storage element. An input to or output from a storage element that results in the creation, modification, or consumption of stored items can be assigned to one or more ports of the storage element.</p> <p><b>Supporting Information:</b> Examples include:</p> <p>A pump fluid action produces an output called fluid that is stored in a tank, and another action consumes the fluid from the tank. (example of a conserved stored item usage)</p> <p>An update mode variable action produces a logical data item that is stored in common value table, and another action called verify mode consumes the logical data item from the common value table. (example of a copied stored item usage)</p>
BHV 1.12	Case	<p>Proposals for SysML v2 shall include the capability to represent a case that can be specialized into a use case, verification case, analysis case, and domain specific cases, such as safety case and assurance case.</p> <p><b>Supporting Information:</b> A case is a series of steps with an associated objective that produce a result or conclusion. An analysis case and assurance case correspond to a set of steps to implement a study or investigation. Refer to the Structured Assurance Case Metamodel (SACM).</p>

Reqt. ID	Reqt. Name	Text
CNF 1	Conformance Requirements Group	<p>These requirements specify that the proposals provide a suite of test cases that a conformant SysML v2 implementation must satisfy. The test cases can more generally be verification cases.</p> <p>The SysML v2 specification will specify the conformance levels for each conformance area below. Vendors are expected to identify specific levels of conformance within each of the sub-section of groupings in this document so that a cross functional compliance matrix can be developed for each tool implementation. This enables the ecosystem of potential SysML tool vendors who only wish to partially implement the SysML specification to expand, (i.e. only the requirements or test aspects for example).</p>
CNF 1.1	Metamodel Conformance	Proposals for SysML v2 shall provide test cases to assess conformance of a SysML v2 implementation with the SysML v2 metamodel specification (abstract syntax, concrete syntax, and semantics).
CNF 1.2	Profile Conformance	Proposals for SysML v2 shall provide test cases to assess conformance of a SysML v2 implementation with the SysML v2 profile specification.
CNF 1.3	Model Interoperability Conformance	Proposals for SysML v2 shall provide test cases to assess conformance of a SysML v2 implementation with the SysML v2 model interoperability specification.

Reqt. ID	Reqt. Name	Text
CNF 1.4	Traceability Matrix	Proposals for SysML v2 shall include a traceability matrix (include reference) that demonstrates how each language feature is verified by the conformance test suite.
CRC 1	Cross-cutting Requirements Group	The following specify the requirements that apply to all model elements.
CRC 1.1	Model and Model Library Group	
CRC 1.1.1	Model	<p>Proposals for SysML v2 shall include a capability to represent a Model (aka system model) that contains a set of uniquely identifiable model elements.</p> <p><b>Supporting Information:</b> This is intended to be a kind of Container or Namespace.</p>
CRC 1.1.2	Model Library	<p>Proposals for SysML v2 shall include a capability to represent a Model Library that contains a set of model elements that are intended to support reuse.</p> <p><b>Supporting Information:</b> This is intended to be a kind of Container or Namespace.</p>
CRC 1.1.3	Container	<p>Proposals for SysML v2 shall include the capability to represent a Container that is a model element that contains other model elements. Model elements within a container shall be distinguishable from one another.</p> <p><b>Supporting Information:</b> This provides a way to organize the model. Containers can contain other containers.</p>
CRC 1.2	Model Element Group	

Req. ID	Req. Name	Text
CRC 1.2.2	Unique Identifier	<p>Proposals for SysML v2 shall include a capability to represent a single universally unique identifier for each model element that cannot be changed.</p> <p><b>Supporting Information:</b> The unique identifier should enable assignment of URIs.</p>
CRC 1.2.3	Name and Aliases	<p>Proposals for SysML v2 shall include a capability to represent a name and one or more aliases for any named model element.</p> <p><b>Supporting Information:</b></p> <p>Selected kinds of model elements may not require a name (e.g. dependency), or the name may be optional, but still should be distinguishable within a namespace.</p> <p>Aliases enable users to assign more than one name for the same element, such as a shortened name. A common use of aliases is the use of an abbreviated or shortened name.</p>
CRC 1.2.4	Definition / Description	<p>Proposals for SysML v2 shall include a capability to represent one or more definitions and/or descriptions for each model element.</p>

Reqt. ID	Reqt. Name	Text
CRC 1.2.5	Annotation	<p>Proposals for SysML v2 shall include a capability to represent an annotation of one or more model elements that includes a text string. The text string can include a link that refers to a Navigation relationship (refer to CRC 1.3.10), and a classification field to identify the kind of annotation.</p> <p><b>Supporting Information:</b> Annotations should be able to be related to other elements.</p>
CRC 1.2.6	Element Group	<p>Proposals for SysML v2 shall include a capability to represent a group of model elements that can satisfy user-defined criteria for membership in the group.</p> <p><b>Supporting Information:</b></p> <ol style="list-style-type: none"> <li>1. A member of an element group is not intended to impose ownership constraints on the members.</li> <li>2. Element group can be specialized for different kinds of members, such as groups that contain requirements, functions, and structural elements, which may impose additional constraints on its members.</li> <li>3. It shall be possible to define a relationship with an element group that is equivalent to defining the relationship with each member of the group.</li> </ol>
CRC 1.2.7	Additional Cross-Cutting Concepts Group	<p>The requirements in this group include additional concepts that can be associated with any model element.</p>

Req. ID	Req. Name	Text
CRC 1.2.7.1	Problem	<p>Proposals for SysML v2 shall include a capability to represent a problem that causes an undesired affect.</p> <p><b>Supporting Information:</b> A problem is often represented as a cause in a cause-effect relationship.</p>
CRC 1.2.7.2	Risk	<p>Proposals for SysML v2 shall include a capability to represent a Risk that identifies the kind of risk (e.g., cost, schedule, technical), and the likelihood of occurrence, and the potential impact.</p>
CRC 1.3	Model Element Relationships Requirements Group	
CRC 1.3.01	Relationship	<p>Proposals for SysML v2 shall include a capability to represent a Relationship between any two model elements, which may have a name and direction.</p>
CRC 1.3.02	Derived Relationship	<p>Proposals for SysML v2 shall include a capability to represent a relationship that is derived from other relationships.</p> <p><b>Supporting Information:</b></p> <p>An example is a derived relationship from a transitive relationship where B relates to A and C relates to B, then C relates to A.</p> <p>Another example is a connector between two composite parts that is derived from a connector between their nested parts.</p>

Req. ID	Req. Name	Text
CRC 1.3.03	Dependency Relationship	Proposals for SysML v2 shall include a capability to represent a Dependency Relationship where one side of the relationship refers to the independent element and the other side of the relationship refers to the dependent element.
CRC 1.3.04	Cause-Effect Relationship	Proposals for SysML v2 shall include a capability to represent a Cause-Effect Relationship where one side of the relationship refers to the cause and the other side of the relationship refers to the effect.
CRC 1.3.05	Explanation Relationship	Proposals for SysML v2 shall include a capability to represent an Explanation Relationship where one side of the relationship refers to the rationale and the other side of the relationship refers to the element being explained.
CRC 1.3.06	Conform Relationship	Proposals for SysML v2 shall include a capability to represent a Conform Relationship where the conforming element is constrained by the element on the other side of the relationship.
CRC 1.3.07	Refine Relationship	Proposals for SysML v2 shall include a capability to represent a Refine Relationship where the refined side of the relationships refers to the more precisely specified element.
CRC 1.3.08	Allocation Relationship	Proposals for SysML v2 shall include a capability to represent an Allocation Relationship where one side of the relationship refers to the allocated from, and the other side of the relationship refers to the allocated to.



Req. ID	Req. Name	Text
CRC 1.3.09	Element Group Relationship	Proposals for SysML v2 shall include a capability to represent an Element Group Relationship where one side of the relationship refers to the member, and the other side of the relationship refers to the Element Group.
CRC 1.3.10	Navigation Relationship	<p>Proposals for SysML v2 shall include a capability to represent a Navigation Relationship between a model element and another model element or an external element, similar to a hyperlink, where one side of the relationship refers to the linked to, and the other side of the relationship refers to the linked from. The external element can be a data element, a file, and/or an element of an external model.</p> <p><b>Supporting information:</b></p> <p>This is a navigation aid that standardizes what many tools already do.</p> <p>The navigation can specify the ability to navigate from either end of the relationship.</p>
CRC 1.4	Variability Modeling Group	<p>The requirements in this group should accommodate approaches to model variants as choices among design options. The modeling approaches may include a separate variability model to identify the design choices. Additional variability modeling concepts may be included.</p> <p><b>Supporting Information:</b> refer to ISO/IEC 26550:2015</p>

Req. ID	Req. Name	Text
CRC 1.4.1	Variation Point	Proposals for SysML v2 shall include a capability to model variation points that identify features that can vary across a set of variants (e.g., vehicles with manual or automatic transmission, variable number of axles, or variable wheel size). A variation point may be dependent on another variant selection. (e.g., number of axles and wheel size is dependent on selection of load size).
CRC 1.4.2	Variant	Proposals for SysML v2 shall include a capability to model variants that correspond to particular selections that are associated with a variation point.
CRC 1.4.3	Variability Expression and Constraints	Proposals for SysML v2 shall include a capability to model variability expressions that constrain possible variant choices (e.g., 3 axles plus large wheel size or 2 axles plus small wheel size).
CRC 1.4.4	Variant Binding	<p>Proposals for SysML v2 shall include a capability to model the binding between a variant and the model elements that vary.</p> <p><b>Supporting Information:</b> The binding is intended to enable the use of a separate variability model that defines variation that may span multiple kinds of models such as a SysML model, simulation model, and a CAD model.</p>
CRC 1.5	View and Viewpoint Group	The following specify the requirements associated with View and Viewpoint.

Req. ID	Req. Name	Text
CRC 1.5.1	View Definition	<p>Proposals for SysML v2 shall include a capability to define a class of artifacts that can be presented to a stakeholder.</p> <p><b>Supporting Information:</b> The View Definition for a document can be thought of as its table of contents along with the list of figures and tables. The View Definition can be specialized, and decomposed into sub-views that can be ordered.</p> <p>An individual View is intended to be a specific artifact, such as a document, diagram, or table that is presented to a stakeholder. The individual View conforms to a View Definition that defines construction methods to create an individual View. The execution of the construction methods involves querying a particular model (or more generally one or more data sources) to select the kinds of model elements, and then presenting the information in a specified format.</p>

Reqt. ID	Reqt. Name	Text
CRC 1.5.2	Viewpoint	<p>Proposals for SysML v2 shall include a capability to represent a Viewpoint that frames a set of stakeholders and their concerns. It specifies the requirements a View must satisfy.</p> <p><b>Supporting Information:</b></p> <p>The stakeholder and their concerns should be represented in the model.</p> <p>The concern represents aspects of the domain of interest that the stakeholder has an interest in.</p> <p>The intent is to align the view and viewpoint concepts with the update to ISO 42010.</p>
CRC 1.6	Metadata Group	<p>The requirements in this group identify metadata is a kind of model element that can apply to other model elements or to other elements external to the model that refer to a model element (e.g., a model configuration item). Also, refer to the requirement for Analysis Metadata in the Analysis requirements section.</p>
CRC 1.6.1	Version	<p>Proposals for SysML v2 shall include a capability to represent the version of one or more model elements, or of an element external to the model that refers to one or more model elements.</p>
CRC 1.6.2	Time Stamp	<p>Proposals for SysML v2 shall include a capability to represent a model management time stamp for one or more elements, or of another element that refers to one or more model elements.</p>

Req. ID	Req. Name	Text
CRC 1.6.3	Data Protection Controls	<p>Proposals for SysML v2 shall include a capability to represent Data Protection Controls for one or more model elements, or of another element that refers to one or more elements.</p> <p><b>Supporting Information:</b> This can include markings such as ITAR, proprietary or security classifications</p>
INF 1	Interface Requirements Group	<p>SysML v2 is intended to provide a robust capability to model interfaces that constrain the physical and functional interaction between structural elements. An interface in SysML v2 includes two (2) interface ends, the connection between them, and any constraints on the interaction.</p> <p><b>Supporting Information:</b></p> <p>An interface should support the following:</p> <ol style="list-style-type: none"> <li>1. Different levels of abstraction that include logical, functional, and physical interfaces, nested interfaces, and interface layers;</li> <li>2. Diverse domains that include a combination of electrical, mechanical, software, and user interfaces;</li> <li>3. Reuse of interfaces in different contexts;</li> <li>4. Generation of interface control documents and interface specifications</li> </ol> <p>A Port is also used to refer to an Interface End.</p>

Req. ID	Req. Name	Text
INF 1.01	Interface Definition and Reuse	<p>Proposals for SysML v2 shall provide the capability to define an interface that can be used in different contexts that includes the definition of the interface ends, the interface connections, and the constraints on the interaction.</p> <p><b>Supporting Information:</b></p> <p>Interfaces must conform to the structural concepts of definition and usage.</p> <p>The constraints can constraint properties, such as conservation laws that can apply to a physical interface, and/or constraints on exchanged items such as protocol constraints that can apply to message exchange, and/or geometric constraints that can apply to a physical interface such as between a plug and socket.</p>
INF 1.02	Interface Usage	<p>Proposals for SysML v2 shall provide the capability to represent a usage of an interface that constrains the interaction between any two (2) structural elements.</p>
INF 1.03	Interface Decomposition	<p>Proposals for SysML v2 shall provide the capability to represent nested interfaces, such as when modeling two electrical connectors with pin to pin connections.</p>

Req. ID	Req. Name	Text
INF 1.04	Interface End Definitions	<p>Proposals for SysML v2 shall provide the capability to represent the definition of an Interface End whose features constrain the interaction of the end, including items that can be exchanged and their direction, behavioral features, and constraints on properties.</p> <p><b>Supporting Information:</b></p> <p>Interface End Definitions are also referred to as Port Definitions and Interface End Usages are referred to as Port Usages or Ports for short.</p>
INF 1.05	Conjugate Interface Ends	<p>Proposals for SysML v2 shall provide the capability to reverse the direction of the items that are exchanged in an Interface End.</p>

Req. ID	Req. Name	Text
INF 1.06	Item Definition	<p>Proposals for SysML v2 shall provide the capability to represent the kind of items that can be exchanged between Interface Ends.</p> <p><b>Supporting Information:</b> The items represent the type of things that are exchanged, such as water or electrical signals. The items may have physical characteristics such as mass, energy, charge, and force, and logical characteristics such as information that is encoded in the physical exchange. In addition to being exchanged, these items may also be stored.</p> <p>An item that is input to a component should become a stored item usage that can be transformed by function usages. An item, such as an engine that is an input and output of an assembly process, may also have the role as a component, when it is assembled into a vehicle. Item Definitions must conform to the structural concepts of definition and usage. The rate at which a usage of an Item Definition is updated may be marked with an update rate that is continuous or discrete valued. (Refer to Behavior Requirement called "Discrete and Continuous Time Behavior")</p>
INF 1.07	Interface Agreement Group	



Req. ID	Req. Name	Text
INF 1.07.1	Item Exchange Constraints	<p>Proposals for SysML v2 shall provide the capability to constrain the interaction between the interface ends that includes constraints on the items to be exchanged, the allowable sequences and directions of those items, timing of the exchange and other characteristics. The items exchanged shall be consistent with the type and direction of the items specified in the connected Interface Ends.</p>
INF 1.07.2	Property Constraints	<p>Proposals for SysML v2 shall provide the capability to constrain the interaction between the interface ends that include mathematical constraints on the properties exposed by the Interface Ends.</p> <p><b>Supporting Information:</b> The value properties may further be identified as Across or Through variables consistent with standard usage of the terms (e.g. specify properties that are constrained by conservation laws).</p>

Req. ID	Req. Name	Text
INF 1.08	Interface Medium	<p>Proposals for SysML v2 shall include a capability to represent an Interface Medium that enable 2 or more components to interact.</p> <p><b>Supporting Information:</b> The Interface Medium may represent either an abstract or physical element that connects elements to enable interactions. Examples of an interface medium included an electrical harness, a communications network, a fluid pipe, the atmosphere, or even empty space. The interface medium may connect one to many components, which include support for peer-to-peer, multi-cast, and broadcast communications.</p> <p>Consider replacing the term Interface Medium with Transport Medium.</p>
INF 1.09	Interface Layers	<p>Proposals for SysML v2 shall provide the capability to represent interfaces between layers of an interface stack.</p> <p><b>Supporting Information:</b></p> <p>A layer of a stack can be represented as a component. A layer in a stack transforms the data to match the input to the adjacent layer. For example, an application layer may correspond to a component that transforms packets to match the TCP layer, and the TCP layer may correspond to a component that transforms the data to match the IP layer.</p>

Req. ID	Req. Name	Text
INF 1.10	Allocating Functional Exchange to Interfaces	<p>Proposals for SysML v2 shall provide the capability to allocate or bind the outputs and inputs of a function to interface ends (or nested interface ends).</p> <p><b>Supporting Information:</b></p> <p>It is expected that there are validation rules to ensure consistency between the inputs and outputs of a function and the interface ends. This allocate or binding should be inherited by the Component subclasses.</p>
LNG 1	Language Architecture and Formalism Requirements Group	<p>This group specifies how the language is structured and defined.</p> <p><b>Supporting Information:</b> Some concepts may be implemented as user-level model libraries.</p>
LNG 1.1	Metamodel and Profile Group	
LNG 1.1.1	SysML Profile	<p>Proposals for SysML v2 shall be specified as a SysML v2 profile of UML that includes, as a minimum, the functional capabilities of the SysML v1.x profile, and a mapping to the SysML v2 metamodel.</p> <p><b>Supporting Information:</b></p> <p>Equivalent functional capability can be demonstrated by mapping the UML metaclasses and SysML stereotypes between SysML v2 and SysML v1.</p>
LNG 1.1.2	SysML Metamodel	<p>Proposals for SysML v2 shall be specified using a metamodel that includes abstract syntax, concrete syntax, semantics, and the relationships between them.</p>

Req. ID	Req. Name	Text
LNG 1.1.3	Metamodel Specification	<p>Proposals for the SysML v2 metamodel shall be specified in MOF or SMOF.</p> <p><b>Supporting Information:</b> MOF is a subset of SMOF. SMOF provides support for the Metamodel Extension Facility (MEF).</p>
LNG 1.3	Abstract Syntax Group	
LNG 1.3.1	Syntax Specification	<p>Proposals for SysML v2 abstract and concrete syntax shall be specified using MOF or SMOF (including constraints on syntactic structure).</p> <p><b>Supporting Information:</b></p> <p>Expressing the syntax formally using a single consistent language which is more understandable to the user.</p>
LNG 1.3.2	View Independent Abstract Syntax	<p>Proposals for the SysML v2 abstract syntax representation of SysML v2 models shall be independent of all views of the models.</p> <p><b>Supporting Information:</b> Rationale</p> <p>This is intended to define the concept independent of how it is presented. This enables a consistent representation of concepts with common semantics across a diverse range of views, including graphical, tabular, and other textual representations.</p>
LNG 1.4	Concrete Syntax Group	

Req. ID	Req. Name	Text
LNG 1.4.1	Concrete Syntax to Abstract Syntax Mapping	<p>Proposals for the SysML v2 concrete syntax representation of all views of a SysML model shall be separate from, and mapped to the abstract syntax representation of that model. The concrete syntax representation can include one or more images or snippets of images.</p> <p><b>Supporting Information:</b></p> <p>Enables views to provide unambiguous concrete representation of the abstract syntax of the model.</p> <p>Enables views to be rendered in a consistent way across tools.</p>
LNG 1.4.2	Graphical Concrete Syntax	<p>Proposals for SysML v2 shall provide a standard graphical concrete syntax.</p>
LNG 1.4.3	Syntax Examples	<p>All examples of model views in the proposals for the SysML v2 specification shall include the concrete syntax of the view, and the mapping to the abstract syntax representation of the parts of the models being viewed.</p> <p><b>Supporting Information:</b></p> <p>Experience has shown that the mapping of examples to the concrete and abstract syntax is not always obvious. Making these mappings explicit helps clarify their formal specification.</p>
LNG 1.5	Extensibility Group	

Req. ID	Req. Name	Text
LNG 1.5.1	Extension Mechanisms	<p>Proposals for SysML v2 syntax and semantics shall include mechanisms to subset and extend the language.</p> <p><b>Supporting Information:</b> This is essential to enable further customization of the language. SysML v1 includes a stereotype and profile mechanism to extend the language.</p>
LNG 1.6	Model Interchange, Mapping, and Transformations Group	
LNG 1.6.3	UML Interoperability	<p>Proposals for SysML v2 shall provide the capability to map shared concepts between SysML and UML.</p>
OTR 1	Interoperability Requirements Group	<p>Other requirements from other topic areas that also relate to interoperability include API 01, LNG 1.6, and the Interoperability Services Group, SVC 6.</p>
OTR 2	Usability Group	<p>An objective for SysML v2 is to address SysML v1 usability issues, and enable systems engineers and others to perform MBSE more effectively. The following usability goals apply to a diverse class of SysML v2 users:</p> <ol style="list-style-type: none"> <li>1. User understanding when creating or interpreting models</li> <li>2. User engagement when creating or interpreting models (this particularly applies to consumers of the model data)</li> <li>3. User productivity when creating models across the lifecycle</li> </ol>

Req. ID	Req. Name	Text
OTR 2.1	Usability Evaluation	<p>The SysML v2 submission shall demonstrate how the SysML v2 specification satisfies the following usability criteria to meet the usability goals for the different classes of users and goals.</p> <p>To be provided</p>
PRP 1	Properties, Values and Expressions Requirements Group	<p>The requirements in this group provide a unified representation of the type of properties, variables, constants, operation parameters and return types as well as literal values and value expressions. This includes types to represent variable size collections, compound value types, and measurement units and scales.</p>

Reqt. ID	Reqt. Name	Text
PRP 1.01	Unified Representation of Values	<p>Proposals for SysML v2 shall include a capability to represent any value-based characteristic in a unified way, called a value property, which shall include representation of a constant, a variable in an expression or a constraint, state variable, as well as any formal parameter and the return type of an operation.</p> <p><b>Supporting Information:</b></p> <p>A classification of "invariant" can be attached to a value property to assert that it does not vary over time. A constant is an invariant value property of some higher-level context (ultimately the "universe" in case of fundamental physics constants).</p> <p>Provisions should be made to distinguish between a fundamental physical or mathematical constant (i.e., Pi) from a constant value within the context of a particular model or model execution (i.e., amplifier gain).</p>
PRP 1.02	Value Type	<p>Proposals for SysML v2 shall include a capability to represent a Value Type as a named definition of the essential semantics and structure of the set of allowable values of a value-based characteristic.</p>
PRP 1.03	Value Expression	<p>Proposals for SysML v2 shall include a capability to represent a value as a literal or through a reusable Value Expression that is stated in an expression language. A Value Expression shall include the capability to represent opaque expressions.</p>



Req. ID	Req. Name	Text
PRP 1.05	Unification of Expression and Constraint Definition	Proposals for SysML v2 shall include a capability to represent a reusable constraint definition in the form of an equality or inequality of value expressions which can be evaluated to true or false.
PRP 1.06	System of Quantities	<p>Proposals for SysML v2 shall include a capability to represent a named system of quantities that support definition of numerical Value Types in accordance with the ISO/IEC 80000 standard.</p> <p><b>Supporting Information:</b> The typical Systems of Quantities is the ISO/IEC 80000 International System of Quantities (ISQ) with seven base quantities: length, mass, time, electric current, thermodynamic temperature, amount of substance and luminous intensity.</p>
PRP 1.07	System of Units and Scales	<p>Proposals for SysML v2 shall include a capability to represent a named system of measurement units and scales to define the precise semantics of numerical Value Types in accordance with the [ISO/IEC 80000] standard.</p> <p><b>Supporting Information:</b> Similar to SysML v1 QUDV, SysML v2 should include model libraries representing the [ISO/IEC 80000] units, as well as the conversion to US Customary Units defined in [NIST SP 811] Appendix B.</p>

Req. ID	Req. Name	Text
PRP 1.08	Range Restriction for Numerical Values	<p>Proposals for SysML v2 shall include a capability to represent a value range restriction for any numerical Value Type.</p> <p><b>Supporting Information:</b> This requirement allows further restriction of the range of values beyond what is specified by its type. A simple example is a planar angle typed by a real number Value Type and a degree measurement scale. However, the value range may be further restricted from 0 to 360 degrees for positioning a rotational knob. This can also include the definition of optional lower and upper bounds on an associated measurement scale.</p>
PRP 1.10	Primitive Data Types	<p>Proposals for SysML v2 shall include a capability to represent the following primitive data types as a minimum: signed and unsigned integer, signed and unsigned real, string, Boolean, enumeration type, ISO 8601 date and time, and complex.</p> <p><b>Supporting Information:</b> These are intended to be represented in a Value Type Library as they are in SysML v1.</p>
PRP 1.11	Variable Length Collection Value Types	<p>Proposals for SysML v2 shall include a capability to represent variable length value collections where each member of the collection is typed by a particular Value Type and is referable by index, and where the collection may be one of the established collection types: sequence (ordered, non-unique), set (unordered, unique), ordered set (ordered, unique) or bag (unordered, non-unique).</p>

Req. ID	Req. Name	Text
PRP 1.12	Compound Value Type	<p>Proposals for SysML v2 shall include a capability to represent both scalar and compound Value Types, where a scalar Value Type represents elements with a single value, and compound Value Type represents elements with a fixed number of component values, where each component value is typed in turn by a scalar Value Type or another compound Value Type.</p> <p><b>Supporting Information:</b> Such compound Value Types are needed to support the representation of vector, matrix, higher order tensor, complex number, quaternion, and other richer Value Types.</p>
PRP 1.15	Probabilistic Value Distributions	<p>Proposals for SysML v2 shall include a capability to represent the value of a quantity with a probabilistic value distribution, including an extensible mechanism to detail the kind of distribution, i.e. the probability density function for continuous random variables, or the probability mass function for discrete random variables.</p>

Req. ID	Req. Name	Text
PRP 1.19	Materials with Properties	<p>&lt;html&gt;</p> <p>Proposals for SysML v2 shall include a capability to represent named materials with their material properties in a model library and assignment of such materials to physical elements such as hardware components.</p> <p><b>Supporting information:</b> This requirement is intended to specify a model library with a generic material kind that has generic material properties that can be further specialized. Examples of generic material properties include density, hardness, and tensile yield strength.</p>
RML 1	Example Model and Model Libraries Group	
RML 1.1	Example Model	Proposals for SysML v2 shall include an example model that demonstrates the application of the SysML v2 language concepts to a commonly understood domain.
RQT 1	Requirement Group	The requirements in this group are used to represent requirements and their relationships.
RQT 1.1	Requirement Definition Group	
RQT 1.1.1	Requirement Definition Name	Proposals for SysML v2 shall include a capability to represent a requirement definition that can be used to constrain a solution.

Req. ID	Req. Name	Text
RQT 1.1.2	Requirement Identifier	Proposals for SysML v2 shall include a capability to represent an identifier for each requirement that is adaptable to a user defined numbering scheme, and can be set to not change.
RQT 1.1.3	Requirement Attributes	<p>Proposals for SysML v2 shall include a capability to represent the following optional requirement attributes for a requirement definition.</p> <ul style="list-style-type: none"> <li>• Requirement Status</li> <li>• Priority</li> <li>• Risk</li> <li>• Originator/Author</li> <li>• Owner</li> <li>• User-defined Attributes (e.g., confidence level, uncertainty status, etc.)</li> </ul> <p><b>Supporting Information:</b> These attributes are derived from commonly used attributes as defined in the INCOSE Handbook and ReqIF, and should be reconciled with other model element metadata and model element attributes that apply more generally.</p>
RQT 1.1.4	Textual Requirement Statement	Proposals for SysML v2 shall include a capability to represent a requirement definition that contains an optional textual requirement statement.
RQT 1.1.5	Restricted Requirement Statement Group	<p>&lt;html&gt;</p> <p><b>Supporting Information:</b> Refer to Restricted Use Case Modeling (RUCM) [36] as an example of a restricted requirement statement.</p>

Req. ID	Req. Name	Text
RQT 1.1.5.1	Restricted Requirement Statement	Proposals for SysML v2 shall include a capability to represent a requirement definition that contains an optional restricted requirement statement which may include predefined key words and sentence structures.
RQT 1.1.5.2	Restricted Requirement Statement Extensibility	Proposals for SysML v2 shall include a capability to extend a restricted requirement statement with additional key words and sentence structures.
RQT 1.1.5.3	Restricted Requirement Statement Transformation	SysML v2 will include a capability to maintain traceability between the restricted requirement statement and the textual requirement statement and/or the formal requirement statement.
RQT 1.1.6	Formal Requirement Statement Group	
RQT 1.1.6.1	Formal Requirement Statement	<p>Proposals for SysML v2 shall include a capability to represent a requirement definition that contains an optional formal requirement statement that includes one or more constraints that an acceptable solution must satisfy.</p> <p><b>Supporting Information:</b> It is desired to also enable the element that is intended to satisfy the requirement to contain the formal requirement statement. This can provide a more lightweight modeling style.</p>

Req. ID	Req. Name	Text
RQT 1.1.6.2	Assumptions	<p>Proposals for SysML v2 shall include a capability to represent a formal requirement statement that includes one or more expressions to specify the assumptions and conditions for acceptable solutions (e.g., the weight of a car includes the fuel weight)</p> <p><b>Supporting Information:</b> This should be consistent with the concept of Assumption that is applied in other parts of the model.</p>
RQT 1.2	Groups of Requirements	
RQT 1.2.1	Requirement Group	<p>Proposals for SysML v2 shall provide the capability to model a group of requirements that are used to constrain a solution.</p> <p><b>Supporting Information:</b> This is intended to be a sub-class of Element Group.</p>
RQT 1.2.2	Requirement Usage (localized)	<p>Proposals for SysML v2 shall include a capability to represent localized values of a requirement usage that can over-ride the values of its requirement definition.</p> <p><b>Supporting Information:</b> The structural concepts of definition, usage, configuration, and individuals are intended to support reuse of requirement definitions, and unambiguously define a tree of requirements that specify a design configuration or an individual element.</p>

Req. ID	Req. Name	Text
RQT 1.2.3	Requirement Usage Identifier	Proposals for SysML v2 shall include a capability to represent each requirement in a requirement group with an identifier that is adaptable to a user defined numbering scheme, and that the user can specify whether the identifier can change or not.
RQT 1.2.4	Requirement Usage Ordering	<p>Proposals for SysML v2 shall include a capability to represent the order of each requirement in a requirement group that is not constrained by its requirement identifier.</p> <p><b>Supporting Information:</b> This primarily allows the user to further organize the requirements, but it does not impact the meaning of the requirements. For example, there may be a requirement group with one requirement to open a valve and another requirement to close a valve. The user may want to order the open requirement as the first requirement in the group.</p>
RQT 1.3	Requirement Relationships Group	
RQT 1.3.1	Requirement Specialization	Proposals for SysML v2 shall include a capability to represent a generalization relationship that relates a specialized requirement definition to a more general requirement definition.
RQT 1.3.2	Requirement Satisfaction	<p>Proposals for SysML v2 shall include a capability to represent a satisfy relationship that relates a requirement to a model element that is asserted to satisfy it.</p> <p><b>Supporting Information:</b> This is intended to be a specialization of the Conform Relationship.</p>



Req. ID	Req. Name	Text
RQT 1.3.3	Requirement Verification	Proposals for SysML v2 shall include a capability to represent a verify relationship that relates a verification case to the requirement it is intended to verify.
RQT 1.3.4	Requirement Derivation	Proposals for SysML v2 shall include a capability to represent a derive relationship that relates a derived requirement to a source requirement.
RQT 1.3.5	Requirement Group Relationship	<p>Proposals for SysML v2 shall include a capability to represent a relationship between a requirement group and the members of the group that can include either a requirement or another requirement group.</p> <p><b>Supporting Information:</b> This relationship groups requirements into a shared context.</p>
RQT 1.3.6	Relationships to a Requirement Group	<p>Proposals for SysML v2 shall specify the meaning of relationships with a requirement group on each member of the requirement group.</p> <p><b>Supporting Information:</b> This applies more generally to element groups.</p>
RQT 1.4	Requirement Supporting Information	<p>Proposals for SysML v2 shall include a capability to represent supporting information for a requirement, requirement definition, and a requirement group.</p> <p><b>Supporting Information:</b> This is a kind of annotation that applies more generally to any model element.</p>

Req. ID	Req. Name	Text
RQT 1.5	Goals, Objectives, and Evaluation Criteria	<p>Proposals for SysML v2 shall include a capability to represent goals, objectives, and evaluation criteria.</p> <p><b>Supporting Information:</b></p> <p>Criteria can be viewed as a superclass of a requirement that is used as a basis for evaluation, but does not specify specific values. For example, a cost requirement may be to require the cost to be less than a particular value, whereas a cost criterion may be to select a design with the lowest cost. Goals can be a type of criteria. For example, a goal of the system is to minimize the cost. An objective represents a desired end state. For example, the mission objective is to land a person on the moon and safely return them to earth. An objective can be thought of as a kind of requirement.</p> <p>Refer to Business Motivation Metamodel (BMM).</p>

Reqt. ID	Reqt. Name	Text
STC 1	Structure Requirements Group	<p>This group of requirements is intended to represent composable, deeply nested, connectible structure that supports definition of a family of configurations, specific configurations, and individual elements that are uniquely identified.</p> <p><b>Supporting Information:</b></p> <p>These requirements refer to definition elements and usage elements analogous to structured classifiers and classifier features in UML. A particular specialization of these concepts in SysML v1 is used to represent blocks and parts,</p> <p>The requirements also refer to configuration elements and individual elements. Configuration elements are used to unambiguously represent deeply nested structures as a tree of configuration elements. Individual elements are used to represent a particular element that can be uniquely identified, which is not to be interpreted as a UML or SysML instance. A particular system, such as a system with a serial number on the manufacturing floor, can be represented by an individual element which in turn can be represented as a tree of individual elements.</p> <p>The terms Component Definition and Component Usage refer to a particular kind of Definition Element and Usage Element that are analogous to a Block and Part in SysML v1. The terms Item Definition and Item Usage are also used to refer to a particular kind of Definition Element and Usage Element that correspond to something that flows through a system, such as Water. Component</p>

Reqt. ID	Reqt. Name	Text
		and Item are introduced in the Interface requirements section.
STC 1.01	Modular Unit of Structure	<p>Proposals for SysML v2 shall include a capability to represent a modular unit of structure that defines its characteristics through value properties, interface ends (ports), constraints, and other structural and behavioral features.</p> <p><b>Supporting Information:</b> The term used in this RFP to refer to a modular unit of structure is Definition Element. Such modular units of structure can be regarded as the fundamental named building blocks from which system representations, i.e. architectures, can be constructed. The capability enables modeling multiple levels of a hierarchy (e.g., system-of systems, system, subsystem and components) that can include logical and physical representations of hardware, software, information, people, facilities, and natural objects.</p> <p>The concept model refers many specializations of Definition Element. One example is the Component Definition which is intended to represent any level of a product structure. The concept model refers to an Item Definition as a specialized Definition Element to represent an element that flows through a system, such as water or a message. As noted above, the decomposition of Definition Elements may include variability that may be represented by multiplicity, subclasses, and/or a range of property values, which is removed when selecting a specific design configuration.</p>

Req. ID	Req. Name	Text
STC 1.02	Usage Element	Proposals for SysML v2 shall include a capability to represent the usage of a Definition Element, called a Usage Element, in order to support reuse in different contexts.
STC 1.03	Generic Hierarchical Structure	Proposals for SysML v2 shall include a capability to represent hierarchical composition structure of Definition and/or Usage Elements.
STC 1.04	Reference Element	Proposals for SysML v2 shall include a capability to represent a reference from one element to any other element within a shared scope.
STC 1.05	Multiplicity of Usage	<p>Proposals for SysML v2 shall include a capability to define the multiplicity of any particular Usage Element or Reference Element as an integer range (i.e., lower bound and upper bound).</p> <p><b>Supporting Information:</b></p> <p>Multiplicity refers to the number of Individual Elements.</p>
STC 1.06	Definition Element Specialization	Proposals for SysML v2 shall include a capability to represent a specialization from a more general Definition Element into a more specific Definition Element, where the more specific element inherits all features of the more general element.
STC 1.07	Unambiguous Deeply Nested Structure	Proposals for SysML v2 shall support a capability to unambiguously represent Usage Elements at any level of nesting.

Req. ID	Req. Name	Text
STC 1.08	Structure With Variability	<p>Proposals for SysML v2 shall include a capability to represent multiple possible variant configurations of a system-of-interest with a single collection of Definition Elements and Usage Elements, where at each usage level in the (de)composition, a variant from different possible variant choices can be selected.</p> <p><b>Supporting Information:</b> A Structure With Variability enables the definition of a product line architecture, see e.g. ISO 26550. Some common variant choices are defined by multiplicity range, sub-classes, and different values of a value property.</p>
STC 1.10	Structure of an Individual	<p>Proposals for SysML v2 shall include a capability to represent a (de)composition of an Individual Element that is uniquely identifiable, and that can conform to an associated Structure resolved to a Single Variant and/or a Structure with Variability.</p> <p><b>Supporting Information:</b> Such a digital representation of a real-world system is sometimes called a 'digital twin'. The elements in a Structure of an Individual are typically designated by a unique serial number, a batch number or an effectivity code.</p>

Req. ID	Req. Name	Text
STC 1.11	Usage Specific Localized Type	<p>Proposals for SysML v2 shall include a capability to represent local override, redefinition, or addition of features with respect to the features defined by its more general type at any level of nesting.</p> <p><b>Supporting Information:</b> The more-general to more-specific type chain is: Definition Element - direct Usage Feature - deeply nested Usage Feature - Configuration Element - Individual Element.</p> <p>The localized usage should support capabilities equivalent to redefinition and sub-setting for usage elements at any level of nesting.</p>
VRF 1	Verification and Validation Requirements Group	<p>The requirements in this group represent how to evaluate whether systems satisfy their requirements using verification methods.</p> <p><b>Supporting Information:</b> The requirements for validation are not called out explicitly, but are intended to be supported in a similar way as the requirements for verification.</p>
VRF 1.1	Verification Context	<p>Proposals for SysML v2 shall include the capability to model a Verification Context that includes the unit-under-verification, the verification case, and the verification system and associated environment that performs the verification.</p>
VRF 1.2	Verification Case Group	

Req. ID	Req. Name	Text
VRF 1.2.1	Verification Case	<p>Proposals for SysML v2 shall include the capability to model a verification case to evaluate whether one or more requirements are satisfied by a unit under verification.</p> <p><b>Supporting Information:</b> This is intended to be a specialization of Case.</p>
VRF 1.2.2	Verification Objectives	<p>The verification case shall include verification objectives to be implemented by the verification activities.</p>
VRF 1.2.3	Verification Success Criteria	<p>The verification case shall include the criteria used to evaluate whether the verification objectives are met, the requirements are satisfied, and any subset of verification steps in a verification case are successfully performed.</p>
VRF 1.2.4	Verification Methods	<p>The verification case shall include the methods used to verify the requirements. The methods, including inspection, analysis, demonstration, test, external verification, engineering reviews, and similarity, shall be included in a library. More than one method can be applied to verify a requirement.</p> <p><b>Supporting information:</b></p> <p>A verification method may include additional classification such as qualification test and acceptance test.</p> <p>An external verification is a method used in some industries, such as an Underwriters Labs.</p>



Req. ID	Req. Name	Text
VRF 1.3	Verification System	Proposals for SysML v2 shall include the capability to model the system and associated environment that is used to verify the unit under verification. (Note: the verification system may include verification elements that are combinations of operational and simulated hardware, software, people, and facilities.)
VRF 1.4	Verification Relationships Group	
VRF 1.4.1	Verification Objectives to Verification Cases	Proposals for SysML v2 shall include the capability to model relationship between the verification cases and their verification objectives.
VRF 1.4.2	Validate Relationship	<p>Proposals for SysML v2 shall include the capability to model the relationship between the validation case and the model element being validated.</p> <p><b>Supporting Information:</b> An element being validated may represent a requirement, design, as-built system, model, etc.</p> <p>The Verify Relationship is included in the requirements section.</p>

## 0.4.2 Non-Mandatory Language Features

[Table 2](#) lists non-mandatory language features that may be included in KerML and SysML. These are based on Section 6.6 Non-Mandatory Features from the SysML v2 RFP, but also include additions and changes as documented in [0.4.5](#).

**Table 2. Non-Mandatory Language Features**

Req. ID	Req. Name	Text
ANL 1	Analysis Requirements Group	

Req. ID	Req. Name	Text
ANL 1.10	Analysis Model - System Model Transformation	<p>Proposals for SysML v2 may include the capability to represent the transformation and the mapping between the analysis model and the system model.</p> <p><b>Supporting Information:</b></p> <p>This transformation will represent the algorithm or derivation process, if used, for generating analysis models from system model (or vice versa), and the mapping will provide a mechanism to verify and synchronize analysis models when the system model changes (or vice versa). Refer to the requirement for Model Mappings and Transformations under the Language Architecture and Formalism Requirements.</p>
ANL 1.12	Analysis Infrastructure	<p>Proposals for SysML v2 may include the capability to represent the hardware, software, and the personnel (analysis experts) required for performing the analysis.</p>
ANL 1.14	Decision Group	
ANL 1.14.1	Trade-off	<p>Proposals for SysML v2 may include a capability to represent an evaluation among a set of alternatives that can result in a decision based on a set of criteria. A trade-off may be dependent on other decisions.</p>
ANL 1.14.3	Decision Expression	<p>Proposals for SysML v2 may include a capability to model decision expressions that constrain the possible decisions (e.g., alternative A OR (alternative B and alternative C)).</p>
BHV 1	Behavior Requirements Group	

Req. ID	Req. Name	Text
BHV 1.03	Function-based Behavior Group	
BHV 1.03.2	Composite Input and Output	<p>Proposals for SysML v2 may include the capability to model composite inputs and outputs of function-based behavior with separate flows defined for the constituent inputs and outputs.</p> <p><b>Supporting Information:</b></p> <p>Refer to a Simulink Bus Object and a Modelica Expandable Connector</p>
BHV 1.03.5	Behavior Library	<p>Proposals for SysML v2 may include a library that can be populated with commonly used behaviors to support execution that includes functions to store items, such as data and energy.</p>

Req. ID	Req. Name	Text
BHV 1.09	State History	<p>Proposals for SysML v2 may provide the capability to represent a state history of an individual element as a sequence of snapshots to describe how the individual element changes over time. The state history may contain a reference time scale consistent with QUDV, and can include a start time, end time, and time step.</p> <p><b>Supporting Information:</b></p> <p>A snapshot represents the state of an individual element at a point in time by capturing the values of each of its value properties. An example is a snapshot of a vehicle that may include the value of its position, velocity, and acceleration at a point in time, and the snapshot of its engine that may include the value of its power-out and temperature at the same point in time. The value properties that vary with time are also called state variables.</p> <p>The state history of a configuration element represents the default state history for each of its conforming individual elements.</p>
CNF 1	Conformance Requirements Group	
CNF 1.3	Model Interoperability Conformance	<p>Proposals for SysML v2 shall provide test cases to assess conformance of a SysML v2 implementation with the SysML v2 model interchange, model mappings and transformations requirements in LNG 1.6.</p>
CRC 1	Cross-cutting Requirements Group	
CRC 1.2	Model Element Group	

Req. ID	Req. Name	Text
CRC 1.2.1	Model Element	Proposals for SysML v2 may include a root element that contains features that apply to all other kinds of elements in the model.
CRC 1.3	Model Element Relationships Requirements Group	
CRC 1.3.11	Copy Relationship	<p>Proposals for SysML v2 may include a capability to represent a Copy Relationship where one side of the relationship refers to the element (or elements) being copied and the other side of the relationship refers to the copy (or copies).</p> <p><b>Supporting Information:</b></p> <p>The primary goals for this relationship are to establish provenance to support traceability, and to enable reuse of catalog items. This relationship provides the ability to copy elements such as a Container (e.g., package) and its contents, within a model and from one model to another. Additional constraints can be defined to specify the rules for what part of the element being copied can be modified in the copy. It is assumed that updates to the copied element are not propagated, unless there is a rule to support this.</p>
INF 1	Interface Requirements Group	
INF 1.07	Interface Agreement Group	

Req. ID	Req. Name	Text
INF 1.07.3	Geometric Constraints	<p>Proposals for SysML v2 may provide the capability to constrain the interaction between the interface ends that include geometrical constraints on either Interface End.</p> <p><b>Supporting Information:</b> An example are the geometric constraints associated with connecting a plug and socket.</p>
LNG 1	Language Architecture and Formalism Requirements Group	
LNG 1.2	Semantics Group	
LNG 1.2.1	Semantic Model Libraries	<p>Proposals for SysML v2 semantics may be modeled with SysML v2 model libraries.</p> <p><b>Supporting Information:</b></p> <ol style="list-style-type: none"> <li>1. Simplifies the language when model libraries are used to extend the base declarative semantics without additional abstract syntax.</li> <li>2. Enables SysML to be improved and extended more easily by changes and additions to model libraries, rather than always through abstract syntax.</li> </ol>

Req. ID	Req. Name	Text
LNG 1.2.2	Declarative Semantics	<p>Proposals for SysML v2 models may be grounded in a declarative semantics expressed using mathematical logic.</p> <p><b>Supporting Information:</b></p> <p>Semantics are defined formally to reduce ambiguity. Declarative semantics enable reasoning with mathematical proofs. This contrasts with operational semantics that requires execution in order to determine correctness.</p> <p>The semantics provide the meaning to the concepts defined in the language, and enable the ability to reason about the entity being represented by the models.</p>
LNG 1.2.3	Reasoning Capability	<p>Proposals for SysML v2 may provide a subset of its semantics that is complete and decidable.</p> <p><b>Supporting Information:</b> This enables the ability to reason about the entity being modeled by querying the model, and returning results that satisfy the specified set of constraints.</p> <p>As an example, a query could return valid vehicle configurations that have a vehicle mass&lt;2000kg AND vehicles that have a sunroof.</p>
LNG 1.4	Concrete Syntax Group	

Req. ID	Req. Name	Text
LNG 1.4.4	Textual Concrete Syntax	<p>Proposals for SysML v2 may provide a standard human readable textual concrete syntax.</p> <p><b>Supporting information:</b> Graphical and textual concrete syntax representations can be used in combination to more efficiently and effectively present the model. Refer to Alf as an example of a textual notation.</p>
LNG 1.5	Extensibility Group	
LNG 1.5.2	Extensibility Consistency	<p>Proposals for all SysML v2 extension mechanisms may be applicable to SysML v2 syntax (concrete and abstract) and semantics, and be consistent with how these are specified in SysML v2.</p> <p><b>Supporting Information:</b> The SysML v2 Specification includes syntax, semantics, and vocabulary, so extending the language requires all of these to be extensible.</p>
LNG 1.6	Model Interchange, Model Mapping, and Transformations Group	



Req. ID	Req. Name	Text
LNG 1.6.1	Model Interchange	<p>Proposals for SysML v2 may provide a format for unambiguously interchanging the abstract syntax representation of a model and the concrete syntax representation of views of the model, which supports exchange of models that are created using either the metamodel or the profile.</p> <p><b>Supporting Information:</b> The interchange should facilitate long term retention, file exchange, and version upgrades.</p> <p>Consider consistency with related interchange standards, such as AP233. For the concrete syntax, consider consistency with Diagram Definition and Diagram Interchange.</p>
LNG 1.6.2	Model Mappings and Transformations	<p>Proposals for SysML v2 may provide a capability to specify model mappings and transformations.</p> <p><b>Supporting Information:</b> SysML may be used to represent the metamodel of other languages and data sources to enable transformation between SysML models, other data sources, and models in other languages. These languages include languages for queries, validation rules, expressions, viewpoint methods, and transformations.</p> <p>A common need is to map elements between SysML and Excel that supports import of Excel data into a SysML model, and export of SysML model elements to Excel. Another example is a mapping between SysML models and Simulink models.</p>

Reqt. ID	Reqt. Name	Text
PRP 1	Properties, Values and Expressions Requirements Group	<html>
PRP 1.04	Logical Expressions	<p>Proposals for SysML v2 may include a capability to represent, as part of the Expression language, logical expressions that support as a minimum the standard boolean operators AND, OR, XOR, NOT, and conditional expressions like IF-THEN-ELSE and IF-AND-ONLY-IF, in which symbols bound to any characteristics (e.g. value properties or usage features) may be used.</p>
PRP 1.09	Automated Quantity Value Conversion	<p>Proposals for SysML v2 may include a capability to represent all information necessary to perform automated conversion of the value of a quantity (typed by a numerical Value Type) expressed in one measurement scale to the value expressed in another compatible measurement scale with the same quantity kind.</p> <p><b>Supporting Information:</b> This capability is needed to rebase a set of (smaller) system models coming from various contributors on a single coherent set of measurement scales, so that an integrated (larger) system model can be consistently constructed and analyzed.</p>

Req. ID	Req. Name	Text
PRP 1.13	Discretely Sampled Function Value Type	<p>Proposals for SysML v2 may include a capability to represent variable length sets of values that constitute discrete time series data, frequency spectra, temperature dependent material properties, and any other datasets that can be represented through a discretely sampled mathematical function.</p> <p><b>Supporting Information:</b> Such a discretely sampled function can be defined by a tuple of one or more Value Types that prescribe the type of the domain (independent) variables, and a tuple of one or more Value Types that prescribe the range (dependent) variables, as well as a variable length sequence of tuples that represent the actual set of sampled values.</p>
PRP 1.14	Discretely Sampled Function Interpolation	<p>Proposals for SysML v2 may include a capability to represent an interpolation scheme for a Discretely Sampled Function Value Type for derivation of the function's range values for domain values that are in-between sampled values.</p>
PRP 1.16	System Simulation Models	<p>Proposals for SysML v2 may include a capability to represent signal flow graph models and lumped parameter models as well as combinations thereof.</p> <p><b>Supporting Information:</b> See [SysPISF] for details.</p> <p>This requirement is augmented by the analysis requirements.</p>

Req. ID	Req. Name	Text
PRP 1.17	Across and Through Value Properties	<p>&lt;html&gt;</p> <p>Proposals for SysML v2 may include a capability to define across and through properties of flows on Interface Ends that participate in representing physical interactions in lumped parameter models.</p> <p><b>Supporting Information:</b> Typically, the across and through properties are defined together as a pair, where the across property does not conserve energy and the through property does. For example, in a lumped parameter model of an electric circuit, the across and through properties are voltage and current respectively. See [SysPISF] for details.</p>

Reqt. ID	Reqt. Name	Text
PRP 1.18	Basic Geometry	<p>Proposals for SysML v2 may include a capability to represent basic two- and three-dimensional geometry of a structural element, including a base coordinate frame as well as relative orientation and placement of shapes through nested coordinate frame transformations, where the basic shape definitions are provided in a model library.</p> <p><b>Supporting Information:</b> These capabilities are intended to provide basic geometry and coordinate frame representations to support specification of physical envelopes. The intent is that each block or equivalent will have its own reference coordinate system, and transformations can be applied between coordinate systems of different blocks. The shape of a block is defined as a property (e.g., 3-dimensional rectangular shape with length, height, and depth) whose values can be defined in its reference coordinate system. Consider references to standard formats (e.g., ISO 10303 (STEP), IGES)</p>

Reqt. ID	Reqt. Name	Text
PRP 1.20	Equivalent Element	<p>Proposals for SysML v2 shall include a capability to represent an element that can reference another model element or an external element, indicating that the reference element is semantically equivalent to the referenced element.</p> <p><b>Supporting Information:</b></p> <p>This requirement is intended to be supported by transclusion, which enables the content that is referenced to be displayed in place of the reference element.</p> <p>A URI or URL can be used to refer to an external element.</p> <p><b>Example:</b> Define a reference element 'x' that has a real value of 100.0. Transclude this reference element in "The top speed of this car shall be greater than &lt;x&gt; mph.", such that it is rendered textually as "The top speed of this car shall be greater than 100.0 mph."</p> <p><b>Example:</b> A reference element called 'part A' refers to 'part A1' in a bill of materials in a PLM application</p> <p>SysML v1.X Constructs: Adjunct property (partial satisfaction)</p>
RML 1	Example Model and Model Libraries Group	

Req. ID	Req. Name	Text
RML 1.2	Model Libraries	<p>Proposals for SysML v2 may include Model Libraries that contain generic elements that can be further specialized to define domain specific libraries in the following domain areas:</p> <ul style="list-style-type: none"> <li>• Primitive Value Types</li> <li>• Units and Quantity Kinds</li> <li>• Components</li> <li>• Natural environments</li> <li>• Interfaces</li> <li>• Behaviors</li> <li>• Requirements</li> <li>• Verification methods</li> <li>• Analyses</li> <li>• Basic geometric shapes</li> <li>• Basic material kinds</li> <li>• Viewpoint methods</li> <li>• View definitions (i.e. different kinds of documents and other artifacts)</li> <li>• Domain-specific symbols</li> </ul> <p><b>Supporting information:</b> The generic elements provide a common starting point for development of domain specific model libraries that can be elicited in future RFPs and/or the open source community.</p>
RQT 1	Requirement Group	
RQT 1.3	Requirement Relationships Group	

Reqt. ID	Reqt. Name	Text
RQT 1.3.7	Relationship Logical Constraint	<p>Proposals for SysML v2 may include a capability to represent a logical expression (e.g. AND, OR, XOR, NOT, and conditional expressions like IF-THEN-ELSE and IF-AND-ONLY-IF) to one or more requirement relationships of the same kind, with an associated completeness property (e.g., complete satisfaction or partial satisfaction) and with a default expression of "And" for the logical expression.</p> <p><b>Supporting Information:</b> As an example, two blocks that have a satisfy relationship with the same requirement are asserted to completely satisfy the requirement by default</p>
STC 1	Structure Requirements Group	



Req. ID	Req. Name	Text
STC 1.09	Structure Resolved to a Single Variant	<p>Proposals for SysML v2 may include a capability to represent a single variant of a system-of-interest as a tree of Configuration Elements that establishes a fully expanded hierarchical (de)composition that can conform to an associated Structure with Variability where a single selection is made for each variability choice (aka variation point).</p> <p><b>Supporting Information:</b> A SysML v2 implementation should support auto-generation of a tree of configuration elements from a decomposition of definition elements with variability based on a set of rules. A SysML v2 implementation should ideally also provide a capability to semi-automatically generate the reverse transformation from a tree of configuration elements to a decomposition of definition elements.</p>
VRF 1	Verification and Validation Requirements Group	
VRF 1.2	Verification Case Group	
VRF 1.2.5	Verification Activity	<p>Proposals for SysML v2 may include a verification method that includes activities to collect the verification data, and include the ability to reference this data.</p> <p><b>Supporting Information:</b> The data may be extensive and not captured directly in the model.</p>

Req. ID	Req. Name	Text
VRF 1.2.6	Verification Evaluation Activity	Proposals for SysML v2 may include a verification method that includes activities to evaluate the verification data and the verification success criteria and generate a verification result of how well the requirements are satisfied (e.g., pass/fail/unverified).

### 0.4.3 Mandatory Language Requirement Satisfaction

For each of the mandatory requirements listed in [Table 1](#), [Table 3](#) identifies if and how that requirement is satisfied by the KerML and SysML specifications. In addition to the requirement ID and Name, the table includes the following columns:

- *Satisfied?*
  - *Yes* – The requirement is fully satisfied.
  - *Partial* – The requirement is partially satisfied.
  - *No* – The requirement was originally planned to be covered, but was ultimately not addressed in the proposed specifications.
  - *Not planned* – The submission team specifically decided not to cover the requirement (for the reason given in the Comment column).
- *Addressed By*
  - *KerML* – The requirement is addressed in the KerML specification.
  - *SysML* – The requirement is addressed in the SysML specification.
  - *Both* – The requirement is either jointly addressed by the KerML and SysML specification, or it is a general requirement that applies to both (e.g., the requirements to have concrete and abstract syntax specifications).
- *Satisfied By* – The specific package(s) from the KerML or SysML metamodels or model libraries showing which language capabilities satisfy the requirement.
- *Comment* – Additional information on how the requirement has been satisfied or not, particularly if the satisfaction is *Partial* or *Not Planned*.

**Note.** In cases in which a requirement is satisfied by a KerML capability, this capability is often also directly incorporated into SysML (e.g., requirement *CRC 1.1.3 Container* is satisfied by the KerML *Packages* capability, which is then also directly used in SysML). Alternatively, there will be a directly corresponding capability in SysML, in which case the corresponding SysML capability is also listed in the *Satisfied By* column after the KerML capability or capabilities (e.g., requirement *PRP 1.02 Value Type* is satisfied by the KerML *DataTypes* capability, which is then directly reflected in the SysML *Attributes* capability, which is also listed).

**Table 3. Mandatory Language Requirement Satisfaction**

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
ANL 1	Analysis Requirements Group		SysML		
ANL 1.01	Subject of the Analysis	Yes	SysML	AnalysisCases	refer to analysis subject.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
ANL 1.02	Analysis	Partial	SysML	AnalysisCases	Refer to analysis case and its subject. The analysis models and related infrastructure can be modeled if desired as parts that perform the analysis case, or as metadata that refers to the analysis model.
ANL 1.03	Parameters of Interest	Yes	SysML	AnalysisCases	add provisions to identify an attribute as a model, model using key word /metadata.
ANL 1.04	Analysis Case	Yes	SysML	AnalysisCases	refer to analysis case and analysis result.
ANL 1.05	Analysis Objectives	Yes	SysML	AnalysisCases	refer to analysis objective.
ANL 1.06	Analysis Scenarios	Yes	SysML	AnalysisCases	an analysis case is a kind of behavior that can include a set of actions which can be performed by infrastructure elements. The analysis models to be executed can be modeled explicitly if desired, or referred to externally via a url.
ANL 1.07	Analysis Assumption	Yes	SysML	AnalysisCases	assumptions can be modeled as constraints. They can also be included in the analysis objective.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
ANL 1.08	Analysis Decomposition	Yes	SysML	AnalysisCases	analyiss case can be decomposed into actions and/or other analyses cases.
ANL 1.09	Analysis Model	Yes	SysML		An analysis case can be used to specify an analysis model.
ANL 1.11	Analysis Result	Partial	SysML	AnalysisCases	This is intended to be supported by the API. For example, an analyiss tool may execute and generate an output file. The API could then be used to input the data from the file and set values of attributes, or alternatively, just provide have the attribute refer to the file for the values. An execution trace is another form of analysis result that is specified by the execution semantics.
ANL 1.13	Analysis Metadata	Yes	SysML		Metadata can be specified for an analyiss including identification of input (independent) and output (dependent) parameters, and the location of an analysis tool (e.g., a url).
ANL 1.14	Decision Group		SysML		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
ANL 1.14.2	Alternative	Yes	SysML	TradeStudies	Alternatives can be represented as variant design inputs to the trade study.
ANL 1.14.4	Decision	Yes	SysML	TradeStudies	The selection rationale can refer to an analysis.
ANL 1.14.5	Criteria	Yes	SysML	TradeStudies	A criteria can be specified as an attribute of a design alternative that is used in the evaluation. For example, an engine tradeoff analysis may include criteria for peak horsepower, fuel economy, weight, and cost.
ANL 1.14.6	Rationale	Yes	SysML	ModelingMetadata	Refer to rationale.
BHV 1	Behavior Requirements Group		SysML		
BHV 1.01	Behavior	Yes	SysML	Actions	Structural elements (e.g., parts) interact with other parts by performing actions that can accept inputs and produce outputs that can be input to other actions that are performed by other parts.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
BHV 1.02	Behavior Decomposition	Yes	SysML	Actions	Bahviors, such as actions and states, can be decomposed in the same way as structural elements, and nested usages can be redefined to specify localized usages.
BHV 1.03	Function-based Behavior Group		SysML		
BHV 1.03.1	Function-based Behavior	Yes	SysML	Actions	Refer to actions and interactions.
BHV 1.03.3	Function-based Behavior Constraints	Partial	SysML	Actions Constraints	There is no explict notation for pre and post concition, but constraints can be specified on the start and done snaphots of an action, or throughout an action's execution.
BHV 1.03.4	Opaque Behavior	Yes	SysML	Actions Annotations	Refer to a textual representation.
BHV 1.03.6	Structure Modification Behavior	Yes	SysML	Actions	Use assignment to set the value of a feature at a specific point in time to null. Connectionsusages and partusages are kinds of features.
BHV 1.04	State-based Behavior Group		SysML		
BHV 1.04.1	Regions, States, and Transitions	Yes	SysML	States	States can be parallel or not.
BHV 1.04.2	Integration of Function-based Behavior with Finite State Behavior	Yes	SysML	States	Refer to actions in states and on transitions.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
BHV 1.04.3	Integration of Constraints with Finite State Behavior	Yes	SysML	States Constraints	Refer to states.
BHV 1.05	Discrete and Continuous Time Behavior	Yes	SysML	Actions	Inputs and outputs can vary at discrete points in time or continuously over time.
BHV 1.06	Events	Yes	SysML	Actions	Signal events result from send and accept actions. Change and time events are specified as triggers on accept actions.
BHV 1.07	Control Nodes	Partial	SysML	Actions	A guard on a flow specify the logical conditions to enable the flow.
BHV 1.08	Time Constraints	Yes	SysML	Time	The time model includes the ability to define a reference clock that specifies current time, and can be used as a basis for specifying absolute and relative time values.
BHV 1.10	Behavior Execution	Partial	KerML		The semantics of actions specify valid traces for the history of an execution (work in progress on documenting an execution interpretation of the declarative semantics.)

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
BHV 1.11	Integration between Structure and Behavior		SysML		
BHV 1.11.1	Allocation of Behavior to Structure	Yes	SysML	Actions PerformActionUsage States Allocations Occurrences	Refer to actions, states, and interactions. An action that requires more than one performer can be allocated to two parts.
BHV 1.11.2	Integration of Control Flow and Input/Output Flow	Yes	SysML	Connections	The transfer of inputs to outputs are based on a common KerML concept of transfer. SysML flow connections are kinds of transfers.
BHV 1.11.3	Storing Items in Storage Elements Requirements Group		SysML		
BHV 1.11.3.1	Storage Element and Stored Item Usages	Partial	SysML		This requirements was not in the original RFP. Although there is not explicit storage element, an item can be stored as a reference feature, and conservation constraints can be specified. (Note: This requirements was not in the original RFP)
BHV 1.11.3.2	Create, Modify, and Consume Stored Items	Not Planned	SysML		This requirements was not in the original RFP.
BHV 1.12	Case	Yes	SysML	Cases	Refer to case.



ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
CNF 1	Conformance Requirements Group		Both		
CNF 1.1	Metamodel Conformance	No	Both		
CNF 1.2	Profile Conformance	Not Planned	SysML		The requirement for a profile for SysML v2 has been superceded by the subset of elements that map from SysML v2 to SysML v1.
CNF 1.3	Model Interoperability Conformance	Not Planned	SysML		Interoperability with UML is done via the SysML v1 to v2 transformation.
CNF 1.4	Traceability Matrix	No	Both		
CRC 1	Cross-cutting Requirements Group		Both		
CRC 1.1	Model and Model Library Group		Both		
CRC 1.1.1	Model	Yes	KerML	Packages	Although the concept of a model is not explicitly defined, a similar concept can be represented as a root package. Can add a metadata tag if needed.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
CRC 1.1.2	Model Library	Yes	KerML	Packages	Although the concept of a model library is not explicitly defined, a similar concept can be represented as a package that is designated to contain reusable elements. This package or its content can be imported into other packages to facilitate its reuse. Can add a metadata tag if needed.
CRC 1.1.3	Container	Yes	KerML	Packages	Refer to namespaces and packages.
CRC 1.2	Model Element Group		KerML		
CRC 1.2.2	Unique Identifier	Yes	KerML	Elements	Refer to Element, where each Element contains a unique id.
CRC 1.2.3	Name and Aliases	Yes	KerML	Namespaces	Elements can contain names and aliases relative to their namespace.
CRC 1.2.4	Definition / Description	Yes	KerML	Annotations	A documentation is a kind of comment on an element.
CRC 1.2.5	Annotation	Yes	KerML	Annotations	An annotating element can annotate 0 to many other elements. A comment can include text with a hyperlink, which acts like a navigation relationship.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
CRC 1.2.6	Element Group	Partial	KerML	Packages	An element group can be accomplished by a definition or usage element that contains reference features, or by a package that imports other elements based on filter criteria. Number 3 is not supported.
CRC 1.2.7	Additional Cross-Cutting Concepts Group		SysML		
CRC 1.2.7.1	Problem	Yes	SysML	Cause and Effect	The cause-effect relationship supports the identification of a problem as a cause of an effect.
CRC 1.2.7.2	Risk	Yes	SysML	RiskMetadata	The model library includes the ability to represent a risk..
CRC 1.3	Model Element Relationships Requirements Group		Both		
CRC 1.3.01	Relationship	Yes	KerML	Elements	There is a KerML concept of relationship. but SysML includes different kinds of relationships dependency, membership, and connection.
CRC 1.3.02	Derived Relationship	Not Planned	KerML		Unable to determine a straightforward design approach,
CRC 1.3.03	Dependency Relationship	Yes	KerML	Dependencies	Refer to dependency.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
CRC 1.3.04	Cause-Effect Relationship	Yes	SysML	CauseAndEffect	Refer to causation relationship.
CRC 1.3.05	Explanation Relationship	Yes	SysML	ModelingMetadata	A rationale can refer to another element.
CRC 1.3.06	Conform Relationship	Not Planned	SysML		This relationship was evaluated to be of little value. It is often achieved through some form of specialization, e.g., subclassification, subset, redefinition.
CRC 1.3.07	Refine Relationship	Yes	SysML	ModelingMetadata	Refer to refinement relationship.
CRC 1.3.08	Allocation Relationship	Yes	SysML	Allocations	Refer to allocation.
CRC 1.3.09	Element Group Relationship	Partial	KerML	Namespaces Packages	This is generally represented as a referential feature membership or an import relationship.
CRC 1.3.10	Navigation Relationship	Not Planned	KerML		This is addressed by API external relationship service, or more informally via a hyperlink in an annotating element.
CRC 1.4	Variability Modeling Group		SysML		
CRC 1.4.1	Variation Point	Yes	SysML	DefinitionAndUsage	Refer to DefinitionAndUsage. Variation point applies to any definition and usage element.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
CRC 1.4.2	Variant	Yes	SysML	DefinitionAndUsage	Refer to DefinitionAndUsage. Variant can apply to any usage.
CRC 1.4.3	Variability Expression and Constraints	Yes	SysML	Constraints	Refer to constraints, which can constrain a selection of a variant at a variation point.
CRC 1.4.4	Variant Binding	Not Planned	SysML		It is assumed that an external variability modeling tool can access the needed information through the API without an explicit variant binding.
CRC 1.5	View and Viewpoint Group		SysML		
CRC 1.5.1	View Definition	Yes	SysML	Views	Refer to View Definition and Usage.
CRC 1.5.2	Viewpoint	Yes	SysML	Views	Refer to Viewpoint, stakeholder, and concerns.
CRC 1.6	Metadata Group		SysML		
CRC 1.6.1	Version	Not Planned	KerML	API_Model	Refer to API versioning service.
CRC 1.6.2	Time Stamp	Not Planned	KerML	API_Model	Refer to API versioning service.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
CRC 1.6.3	Data Protection Controls	Partial	SysML		Metadata can be defined to classify model elements to enable access control. Examples could include proprietary markings.
INF 1	Interface Requirements Group		SysML		
INF 1.01	Interface Definition and Reuse	Yes	SysML	Interfaces	Refer to Interfaces.
INF 1.02	Interface Usage	Yes	SysML	Interfaces	Refer to Interfaces.
INF 1.03	Interface Decomposition	Yes	SysML	Interfaces	Refer to Interfaces. Interfaces can be decomposed.
INF 1.04	Interface End Definitions	Yes	SysML	Ports	Refer to Ports.
INF 1.05	Conjugate Interface Ends	Yes	SysML	Ports	Refer to Conjugate Port Definitions.
INF 1.06	Item Definition	Yes	SysML	Items	Refer to Items. Update rate is not supported explicitly. Requires a domain library.
INF 1.07	Interface Agreement Group		SysML		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
INF 1.07.1	Item Exchange Constraints	Yes	SysML	Occurrences Constraints Connections	Allowable sequences and time ordering of exchanges is specified by interactions that are specified by occurrences. Constraints can be applied to an exchange.
INF 1.07.2	Property Constraints	Partial	SysML	Constraints Interfaces	Refer to Interfaces and Constraints.
INF 1.08	Interface Medium	Partial	SysML	Interfaces	An interface medium can be modeled as a part either referenced or owned by an interface. No special syntax is provided.
INF 1.09	Interface Layers	Yes	SysML	Interfaces	A layer is a kind of part with ports. An interface between layers can be modeled using interfaces.
INF 1.10	Allocating Functional Exchange to Interfaces	Yes	SysML	Connections	inputs and outputs of actions can be bound to directed features of ports. A flow can be performed by a connection.
LNG 1	Language Architecture and Formalism Requirements Group		Both		
LNG 1.1	Metamodel and Profile Group		Both		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
LNG 1.1.1	SysML Profile	Partial	SysML		The minimum requirements for a SysML v2 profile will be satisfied by the SysML v1 to SysML v2 transformation specification, which provides a way to represent SysML v1 concepts in SysML v2.
LNG 1.1.2	SysML Metamodel	Yes	Both	1. Abstract Syntax	Refer to Clause 8 of the SysML Specification.
LNG 1.1.3	Metamodel Specification	Yes	Both	1. Abstract Syntax	Refer to Clause 8 of the SysML Specification.
LNG 1.3	Abstract Syntax Group		Both		
LNG 1.3.1	Syntax Specification	Yes	KerML	1. Abstract Syntax	The abstract syntax is specified in SMOF. The concrete syntax is specified in BNF, and maps to the abstract syntax.
LNG 1.3.2	View Independent Abstract Syntax	Yes	Both	1. Abstract Syntax	The abstract syntax is specified independent of the concrete syntax.
LNG 1.4	Concrete Syntax Group		Both		



ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
LNG 1.4.1	Concrete Syntax to Abstract Syntax Mapping	Yes	Both		The textual syntax is mapped to the abstract syntax. The graphical syntax is in progress. User defined element images are supported using metadata.
LNG 1.4.2	Graphical Concrete Syntax	Yes	SysML		The standard textual syntax is defined. The standard graphical syntax is specified to be consistent with the textual syntax.
LNG 1.4.3	Syntax Examples	Yes	Both		Every example model is defined using the textual syntax that maps to the abstract syntax.
LNG 1.5	Extensibility Group		Both		
LNG 1.5.1	Extension Mechanisms	Yes	KerML	Metadata	The semantic metadata provides a means to extend the language syntax and semantics.
LNG 1.6	Model Interchange, Mapping, and Transformations Group		Both		
LNG 1.6.3	UML Interoperability	Partial	SysML		This is being accomplished by the SysML v1 to SysML v2 transformation specification.
OTR 1	Interoperability Requirements Group		SysML		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
OTR 2	Usability Group		SysML		
OTR 2.1	Usability Evaluation	Partial	SysML		The primary usability criteria is the understandability of each language concept, which was assessed through the initial stakeholder review. The pilot implementation is used for on-going user validation of the language including both understandability and ease of use.
PRP 1	Properties, Values and Expressions Requirements Group		Both		
PRP 1.01	Unified Representation of Values	Yes	KerML	Expressions FeatureValues DataTypes Attributes	Refer to attribute, expressions, and feature values (e.g., constant is bound to a value).
PRP 1.02	Value Type	Yes	KerML	DataTypes Attributes	Refer to Attributes.
PRP 1.03	Value Expression	Yes	KerML	Expressions Annotations	Refer to Expressions. An 'opaque expression' can be represented as a kind of annotating element called a Textual Representation.
PRP 1.05	Unification of Expression and Constraint Definition	Yes	KerML	Functions Constraints	Refer to Constraints.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
PRP 1.06	System of Quantities	Yes	SysML	Quantities	Refer to the Quantities and Units Domain Library.
PRP 1.07	System of Units and Scales	Yes	SysML	MeasurementReference ISQ SI USCustomaryUnits	Refer to the Quantities and Units Domain Library.
PRP 1.08	Range Restriction for Numerical Values	Yes	KerML	Functions Constraints	Refer to Constraints. A constraint can be applied to an attribute or attribute definition.
PRP 1.10	Primitive Data Types	Yes	KerML	ScalarValues	Refer to KerML Scalar Values Library.
PRP 1.11	Variable Length Collection Value Types	Yes	KerML	Collections	Refer to KerML Collections Library.
PRP 1.12	Compound Value Type	Yes	KerML	DataTypes Attributes	An attribute definition can be a structured data type.
PRP 1.15	Probabilistic Value Distributions	Not Planned	SysML		Did not have time to address this properly.
PRP 1.19	Materials with Properties	Not Planned	SysML		Did not have time and can be done as a future library.
RML 1	Example Model and Model Libraries Group		SysML		
RML 1.1	Example Model	Yes	SysML		Refer to Annex B of the SysML v2 Specification.
RQT 1	Requirement Group		SysML		
RQT 1.1	Requirement Definition Group		SysML		
RQT 1.1.1	Requirement Definition Name	Yes	SysML	Requirements	Refer to Requirements.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
RQT 1.1.2	Requirement Identifier	Yes	SysML	Requirements	Refer to Requirements. A requirement id is provided that can be set by a user defined numbering scheme.
RQT 1.1.3	Requirement Attributes	Yes	SysML	ModelingMetadata RiskMetadata	Refer to Metadata library that includes status, risk, etc.
RQT 1.1.4	Textual Requirement Statement	Yes	SysML	Requirements	Refer to Requirements.
RQT 1.1.5	Restricted Requirement Statement Group		SysML		
RQT 1.1.5.1	Restricted Requirement Statement	Not Planned	SysML		This was determined to be out of scope for in this specification.
RQT 1.1.5.2	Restricted Requirement Statement Extensibility	Not Planned	SysML		This was determined to be out of scope for in this specification.
RQT 1.1.5.3	Restricted Requirement Statement Transformation	Not Planned	SysML		This was determined to be out of scope for in this specification.
RQT 1.1.6	Formal Requirement Statement Group		SysML		
RQT 1.1.6.1	Formal Requirement Statement	Yes	SysML	Requirements	Refer to Requirements.
RQT 1.1.6.2	Assumptions	Yes	SysML	Requirements	Refer to Requirements.
RQT 1.2	Groups of Requirements		SysML		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
RQT 1.2.1	Requirement Group	Partial	SysML	Requirements	Refer to Requirements. Treated as a composite requirement. Did not include special syntax.
RQT 1.2.2	Requirement Usage (localized)	Yes	SysML	Requirements	Refer to Requirements.
RQT 1.2.3	Requirement Usage Identifier	Yes	SysML	Requirements	Refer to Requirements.
RQT 1.2.4	Requirement Usage Ordering	Yes	SysML	Types	This is supported by feature ordering.
RQT 1.3	Requirement Relationships Group		SysML		
RQT 1.3.1	Requirement Specialization	Yes	SysML	Requirements	Refer to Requirements.
RQT 1.3.2	Requirement Satisfaction	Partial	SysML	Requirements	Refer to Requirements. Can only satisfy a requirement by a feature.
RQT 1.3.3	Requirement Verification	Yes	SysML	VerificationCases	Refer to Verification Case.
RQT 1.3.4	Requirement Derivation	Yes	SysML	RequirementDerivation	Refer to derivation connection.
RQT 1.3.5	Requirement Group Relationship	Yes	SysML	Requirements	This is supported by the feature membership relationship between the requirement and its owner.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
RQT 1.3.6	Relationships to a Requirement Group	Yes	SysML	Requirements	A requirement group is a composite requirement. So, the meaning of a relationship to a requirement group is the same as the meaning for a composite requirement. For example, in order to satisfy a parent requirement, each child requirement must be satisfied.
RQT 1.4	Requirement Supporting Information	Yes	SysML	Annotations	Refer to Annotations.
RQT 1.5	Goals, Objectives, and Evaluation Criteria	Partial	SysML	Cases	Only objective is supported as part of Case.
STC 1	Structure Requirements Group		Both		
STC 1.01	Modular Unit of Structure	Yes	KerML	Structures Items Parts Ports	Refer to Items, Parts.
STC 1.02	Usage Element	Yes	KerML	Features DefinitionAndUsage	Refer to DefinitionAndUsage.
STC 1.03	Generic Hierarchical Structure	Yes	KerML	Classifiers Features DefinitionAndUsage	Refer to DefinitionAndUsage.
STC 1.04	Reference Element	Yes	KerML	Features Connectors DefinitionAndUsage	Refer to DefinitionAndUsage.
STC 1.05	Multiplicity of Usage	Yes	KerML	Features DefinitionAndUsage	Refer to Features.
STC 1.06	Definition Element Specialization	Yes	KerML	Types	Refer to Types.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
STC 1.07	Unambiguous Deeply Nested Structure	Yes	KerML	Features DefinitionAndUsage	Refer to DefinitionAndUsage.
STC 1.08	Structure With Variability	Yes	SysML	DefinitionAndUsage	Refer to DefinitionAndUsage.
STC 1.10	Structure of an Individual	Yes	SysML	Occurrences	Refer to Occurrences.
STC 1.11	Usage Specific Localized Type	Yes	KerML	Features DefinitionAndUsage	Refer to DefinitionAndUsage.
VRF 1	Verification and Validation Requirements Group		SysML		
VRF 1.1	Verification Context	Yes	SysML	Parts VerificationCases	The verification context can be modeled as a part or part def.
VRF 1.2	Verification Case Group		SysML		
VRF 1.2.1	Verification Case	Yes	SysML	VerificationCases	Refer to Verification Case.
VRF 1.2.2	Verification Objectives	Yes	SysML	VerificationCases	Refer to Verification Case.
VRF 1.2.3	Verification Success Criteria	Partial	SysML	VerificationCases	The verification objective can include criteria.
VRF 1.2.4	Verification Methods	Yes	SysML	VerificationCases	Refer to Verification Cases Library.
VRF 1.3	Verification System	Yes	SysML	VerificationCases Parts	A verification system and its components can perform the verification case and its nested actions and cases.
VRF 1.4	Verification Relationships Group		SysML		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
VRF 1.4.1	Verification Objectives to Verification Cases	Yes	SysML	VerificationCases	The verification objective and associated verify relationship is part of the verification case.
VRF 1.4.2	Validate Relationship	Not Planned	SysML		A requirement is validated when the requirement is determined to be the correct requirement that reflects the stakeholder needs. The way this is accomplished is subject to different methodologies. For example, a user prototype can be used to demonstrate certain functionality, and the user can validate that this is the correct functionality. The specific method of validation may impose different kinds of relationships. The SysML v2 concept of stakeholder concern can be used to create a specific relationship to note whether the concern is satisfactorily addressed or not.



#### 0.4.4 Non-Mandatory Language Requirement Satisfaction

For each of the non-mandatory features listed in [Table 2](#), [Table 4](#) identifies if and how that feature is included in the KerML and SysML specifications. The table has the same columns as [Table 3](#), as described in [0.4.1](#), where *Satisfied?* is to be interpreted as whether the feature is included or not.

**Table 4. Non-Mandatory Language Requirement Satisfaction**

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
ANL 1	Analysis Requirements Group		SysML		
ANL 1.10	Analysis Model - System Model Transformation	Not Planned	SysML		defer to mapping service for API. Mapping of input and output parameters can be handled by metadata.
ANL 1.12	Analysis Infrastructure	Not Planned	SysML		This was evaluated to not be that useful. If desired, these elements can be included in a model library or as metadata.
ANL 1.14	Decision Group		SysML		
ANL 1.14.1	Trade-off	Yes	SysML	TradeStudies	Refer to trade off pattern in model library.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
ANL 1.14.3	Decision Expression	Yes	SysML	TradeStudies	The evaluation function is used to select a preferred alternative based on some criteria. Current evaluation functions include returning the alternative that results in the maximum value of the evaluation, or the alternative that results in a minimum value of the evaluation. The set of alternatives are input, the evaluation function is computed for each alternative, and the alternative with the maximum or minimum value is returned. Other evaluation functions can be defined.
BHV 1	Behavior Requirements Group		SysML		
BHV 1.03	Function-based Behavior Group		SysML		
BHV 1.03.2	Composite Input and Output	Yes	SysML	Actions	Inputs and outputs can be decomposed and bound to the inputs and outputs of nested actions.
BHV 1.03.5	Behavior Library	Not Planned			

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
BHV 1.09	State History	Yes	SysML	Occurrences	Refer to snapshots that can be connected via successions. Also, attribute values can have default values.
CNF 1	Conformance Requirements Group		Both		
CNF 1.3	Model Interoperability Conformance	No	KerML		
CRC 1	Cross-cutting Requirements Group		Both		
CRC 1.2	Model Element Group		Both		
CRC 1.2.1	Model Element	Yes	KerML	Elements	Refer to Element.
CRC 1.3	Model Element Relationships Requirements Group		Both		
CRC 1.3.11	Copy Relationship	Not Planned	KerML		This was determined to not provide value, and potentially have an adverse impact.
INF 1	Interface Requirements Group		SysML		
INF 1.07	Interface Agreement Group		SysML		
INF 1.07.3	Geometric Constraints	Partial	SysML	ShapeItems	Refer to shapes and relationships. Can include shape features on ports.
LNG 1	Language Architecture and Formalism Requirements Group		Both		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
LNG 1.2	Semantics Group		Both		
LNG 1.2.1	Semantic Model Libraries	Yes	KerML	Kernel Semantic Library	Refer to the KerML Semantics and thier extension to SysML semantics in Cluase 8 of the SysML Specification.
LNG 1.2.2	Declarative Semantics	Yes	KerML		Refer to the KerML Core Semantics expressed in mathematical logic.
LNG 1.2.3	Reasoning Capability	Partial	KerML		There is a subset of KerML that can be mapped to OWL DL as a decideable subssset. However, the complete and decideable subset has not been identified yet.
LNG 1.4	Concrete Syntax Group		Both		
LNG 1.4.4	Textual Concrete Syntax	Yes	Both		Refer to the SysML v2 textual syntax.
LNG 1.5	Extensibility Group		Both		
LNG 1.5.2	Extensibility Consistency	Yes	KerML	Metadata	Concrete syntax extensions include the ability to define a key word with an associated image.
LNG 1.6	Model Interchange, Model Mapping, and Transformations Group		Both		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
LNG 1.6.1	Model Interchange	Partial	KerML		XMI interchange is supported. JSON interchange format is in process. Can interchange the textual notation but without maintaining the id's.
LNG 1.6.2	Model Mappings and Transformations	Not Planned	KerML		This capability is delegated to a future version of the API.
PRP 1	Properties, Values and Expressions Requirements Group		SysML		
PRP 1.04	Logical Expressions	Yes	KerML	ControlFunctions BooleanFunctions	Refer to Control Functions.
PRP 1.09	Automated Quantity Value Conversion	Yes	SysML	MeasurementReferences	Refer to the Quantities and Units Domain Library.
PRP 1.13	Discretely Sampled Function Value Type	Yes	SysML	SampledFunctions	Refer to Sampled Function.
PRP 1.14	Discretely Sampled Function Interpolation	Yes	SysML	SampledFunctions	Refer to Sampled Function interpolate calc def.
PRP 1.16	System Simulation Models	Not Planned	SysML		Did not have time to address this. Consider an equivalent library for SysPhys.
PRP 1.17	Across and Through Value Properties	Partial	SysML		Did not include specific syntax for across and through variables, but can represent them as features of ports.

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
PRP 1.18	Basic Geometry	Yes	SysML	ShapeItems SpatialItems MeasurementReferences	Refer to spatial items and shape items for representing geomerty, and refer to measurement references for coordinate frames and transformations.
PRP 1.20	Equivalent Element	Not Planned	SysML		This requirement was not in the original RFP.
RML 1	Example Model and Model Libraries Group		SysML		
RML 1.2	Model Libraries	Partial	SysML	Systems Library Domain Libraries	Missing natural environments and materials in particular. Other libraries can be specialized from the libraries included.
RQT 1	Requirement Group		SysML		
RQT 1.3	Requirement Relationships Group		SysML		
RQT 1.3.7	Relationship Logical Constraint	Yes	SysML	Constraints Requirements	Logical constraints can be applied to requirements such as and, xor, ...
STC 1	Structure Requirements Group		Both		

ID	Name	Satisfied?	Addressed By	Satisfied By	Comment
STC 1.09	Structure Resolved to a Single Variant	Yes	SysML	DefinitionAndUsage	This is accomplished through subsetting a superset or product family which contains all possible valid variations.
VRF 1	Verification and Validation Requirements Group		SysML		
VRF 1.2	Verification Case Group		SysML		
VRF 1.2.5	Verification Activity	Yes	SysML	VerificationCases	This can be represented as actions in a verification case.
VRF 1.2.6	Verification Evaluation Activity	Yes	SysML	VerificationCases	This is accomplished by the verify requirement and the verdict.

## 0.4.5 Changed Language Requirements

[Table 5](#) identifies modifications, clarifications and additions made to the baseline requirements from the SysML v2 RFP after analysis by the submission team, as reflected in the submitted KerML and SysML proposals.

**Table 5. Changed Language Requirements**

ID	Name	Requirement Text	Change Status	Change Description
ANL 1.13	Analysis Metadata	Proposals for SysML v2 shall include the capability to represent the metadata relevant to specifying the analysis, including the specification of dependent and independent parameters.	Modified	June 14, 2018 - Modified by adding text starting at "including the specification...". Drivers based on SysML v1.6 RTF Out of Scope Issues, SYSML16-38: Inability to represent dependent, independent parameters on constraint properties

ID	Name	Requirement Text	Change Status	Change Description
BHV 1.11.3	Storing Items in Storage Elements Requirements Group		Added	16 June 2018 - Added this requirement group to mandatory requirements to provide a requirement group for BHV 1.11.3.1 and BHV 1.11.3.2



ID	Name	Requirement Text	Change Status	Change Description
BHV 1.11.3.1	Storage Element and Stored Item Usages	<p>Proposals for SysML v2 shall include the capability to model a storage element that can store items declared by stored item usages. The stored items shall be identified as conserved (e.g., a physical element) or copied (e.g., data from memory). Conservation constraints shall apply to conserved item usages (e.g., amount in - amount out=amount stored).</p> <p><b>Supporting Information:</b> Examples include:</p> <p>A storage element called tank that stores a stored item usage called fluid. (example of a conserved stored item usage)</p> <p>A storage element called common value table that stores a stored item usage called system mode. (example of a copied stored item usage)</p>	Added	<p>16 June 2018 - Added to mandatory requirements based on Creating and Accessing Stored Items Use Case 9</p> <p>Sept 2021 - Changed to Non-mandatory. Change was reviewed at SST Track Leads Meeting on 9 Sept 2021. All attendees agreed on the change.</p>

ID	Name	Requirement Text	Change Status	Change Description
BHV 1.11.3.2	Create, Modify, and Consume Stored Items	<p>Proposals for SysML v2 shall include the capability to model outputs and inputs of a behavior that create, modify, or consume stored items of a storage element. An input to or output from a storage element that results in the creation, modification, or consumption of stored items can be assigned to one or more ports of the storage element.</p> <p><b>Supporting Information:</b> Examples include:</p> <p>A pump fluid action produces an output called fluid that is stored in a tank, and another action consumes the fluid from the tank. (example of a conserved stored item usage)</p> <p>An update mode variable action produces a logical data item that is stored in common value table, and another action called verify mode consumes the logical data item from the common value table. (example of a copied stored item usage)</p>	Added	<p>16 June 2018 - Added to mandatory requirements based on Creating and Accessing Stored Items Use Case 9</p> <p>Sept 2021 - Changed to Non-mandatory. Change was reviewed at SST Track Leads Meeting on 9 Sept 2021. All attendees agreed on the change.</p>

ID	Name	Requirement Text	Change Status	Change Description
CNF 1	Conformance Requirements Group		Added	26 April 2018 - Added this requirement group to non-mandatory to provide a group for CNF 1.3
CNF 1.3	Model Interoperability Conformance	Proposals for SysML v2 shall provide test cases to assess conformance of a SysML v2 implementation with the SysML v2 model interchange, model mappings and transformations requirements in LNG 1.6.	Added Modified Moved	26 April 2018 - Moved from Mandatory requirements and replaced text "interoperability specification" with "interchange, model mappings and transformations requirements in LNG 1.6"
CNF 1.3	Model Interoperability Conformance	Proposals for SysML v2 shall provide test cases to assess conformance of a SysML v2 implementation with the SysML v2 model interoperability specification.	Deleted Moved	26 April 2018 - Moved to Non-mandatory

ID	Name	Requirement Text	Change Status	Change Description
PRP 1.20	Equivalent Element	<p>Proposals for SysML v2 shall include a capability to represent an element that can reference another model element or an external element, indicating that the reference element is semantically equivalent to the referenced element.</p> <p><b>Supporting Information:</b></p> <p>This requirement is intended to be supported by transclusion, which enables the content that is referenced to be displayed in place of the reference element.</p> <p>A URI or URL can be used to refer to an external element.</p> <p><b>Example:</b> Define a reference element 'x' that has a real value of 100.0. Transclude this reference element in "The top speed of this car shall be greater than &lt;x&gt; mph.", such that it is rendered textually as "The top speed of this car shall be greater than 100.0 mph."</p> <p><b>Example:</b> A reference element</p>	Added	<p>14 June 2018 - Added this new requirement based on the use case for semantic reference to an internal or external model element (or set of model elements).</p>

ID	Name	Requirement Text	Change Status	Change Description
		<p>called 'part A' refers to 'part A1' in a bill of materials in a PLM application</p> <p>SysML v1.X Constructs: Adjunct property (partial satisfaction)</p>		
STC 1.03	Generic Hierarchical Structure	Proposals for SysML v2 shall include a capability to represent hierarchical composition structure of Definition and/or Usage Elements.	Modified	25 Oct 2018 - Changed the last few words of the requirement text from "structure of Definition Elements" to "structure of Definition and/or Usage Elements".
VRF 1.2.3	Verification Success Criteria	The verification case shall include the criteria used to evaluate whether the verification objectives are met, the requirements are satisfied, and any subset of verification steps in a verification case are successfully performed.	Modified	3 Dec 2018 Added text to end of requirement statement "and any subset of verification steps..."



# 1 Scope

The Kernel Modeling Language (KerML) is an application-independent modeling language with a well-grounded formal semantics for modeling existing or planned systems. The language includes general syntactic constructs for structuring models, such as relationships, annotations and namespaces; core semantic constructs that have semantics based on classification; and additional constructs for commonly needed modeling capabilities, such as associations and behaviors.

System models are expressed in KerML using a textual concrete syntax. This can be parsed to an abstract syntax representation, which is then given a semantic interpretation for the system being modeled. The semantics for the KerML core constructs is grounded in formal mathematical logic, providing a consistent basis for mathematical reasoning about KerML models. However, beyond this, the semantics of KerML constructs are specified by the relationship of user model elements to the KerML Semantic Library.

The Semantic Library models, also expressed in KerML, provide an ontological model of the meaning of KerML models. Indeed, all KerML models can be semantically expressed using solely core modeling constructs referencing the appropriate semantic concepts defined in the Semantic Library. KerML semantic constructs beyond the core are essentially just syntactic conveniences for reusing specific library concepts: structures for modeling *objects*, behaviors for modeling *performances*, associations for modeling *links*, etc.

Indeed, the full KerML language can be considered to be simply a syntactic extension of the core, which is semantically extended using library models. By intent, this approach can also be used to build on KerML to create more specific modeling languages. Application specific modeling languages can be built on KerML by extending the KerML abstract syntax, specializing its semantics, with concrete syntaxes similar to or entirely different from KerML's.

To support this, the KerML Semantic Library also includes additional library models beyond those directly providing semantics for KerML syntactic constructs, capturing typical semantic patterns (such as asynchronous transfers and state-based behavior) that can be reused by languages built on KerML. Specialized modeling languages can provide additional syntax for these libraries, tailored to their applications, with semantics based largely or entirely on the KerML libraries.

In this way, KerML can provide the kernel for a family of syntactically diverse but semantically integrated modeling languages.





## 2 Conformance

This specification defines the Kernel Modeling Language (KerML), a language used to construct *models* of (real or virtual, planned or imagined) things. The specification includes this document and the content of the machine-readable files listed on the cover page. If there are any conflicts between this document and the machine-readable files, the machine-readable files take precedence.

A *KerML model* shall conform to this specification only if it can be represented according to the syntactic requirements specified in [Clause 8](#). The model may be represented in a form consistent with the requirements for the KerML concrete syntax, in which case it can be parsed (as specified in [Clause 8](#)) into an abstract syntax form, or may be represented only in an abstract syntax form (see also [8.2](#) and [8.3](#)).

A *KerML modeling tool* is a software application that creates, manages, analyzes, visualizes, executes or performs other services on KerML models. A tool can conform to this specification in one or more of the following ways.

1. *Abstract Syntax Conformance.* A tool demonstrating Abstract Syntax Conformance provides a user interface and/or API that enables instances of KerML abstract syntax metaclasses to be created, read, updated, and deleted. The tool must also provide a way to validate the well-formedness of models that corresponds to the constraints defined in the KerML metamodel. A well-formed model represented according to the abstract syntax is syntactically conformant to KerML as defined above. (See [Clause 8](#).)
2. *Concrete Syntax Conformance.* A tool demonstrating Concrete Syntax Conformance provides a user interface and/or API that enables instances of KerML concrete syntax notation to be created, read, updated, and deleted. Note that a conforming tool may also provide the ability to create, read, update and delete additional notational elements that are not defined in KerML. Concrete Syntax Conformance implies Abstract Syntax Conformance, in that creating models in the concrete syntax acts as a user interface for the abstract syntax. However, a tool demonstrating Concrete Syntax Conformance need not represent a model internally in exactly the form modeled for the abstract syntax in this specification. (See [Clause 8](#).)
3. *Semantic Conformance.* A tool demonstrating Semantic Conformance provides a demonstrable way to interpret a syntactically conformant model (as defined above) according to the KerML semantics, e.g., via model execution, simulation, or reasoning, when and only when such interpretations are possible. Semantic Conformance implies Abstract Syntax Conformance, in that the semantics for KerML are only defined on models represented in the abstract syntax. (See [Clause 8](#) and [Clause 9](#). See also [6.1](#) for further discussion of the interpretation of models and their syntactic and semantic conformance.)
4. *Model Interchange Conformance.* A tool demonstrating model interchange conformance can import and/or export syntactically conformant KerML models (as defined above) as specified in [Clause 10](#).

Every conformant KerML modeling tool shall demonstrate at least Abstract Syntax Conformance and Model Interchange Conformance. In addition, such a tool may demonstrate Concrete Syntax Conformance and/or Semantic Conformance, both of which are dependent on Abstract Syntax Conformance.



## 3 Normative References

The following normative documents contain provisions which, through reference in this text, constitute provisions of this specification.

[ADLER] *ZLIB Compressed Data Format Specification*, Version 3.3  
<https://datatracker.ietf.org/doc/html/rfc1950>

[Alf] *Action Language for Foundational UML (Alf)*, Version 1.1  
<https://www.omg.org/spec/ALF/1.1>

[BLAKE] *The BLAKE2 Cryptographic Hash and Message Authentication Code (MAC)*  
<https://www.rfc-editor.org/rfc/rfc7693>  
*BLAKE3*  
<https://github.com/BLAKE3-team/BLAKE3-specs/blob/master/blake3.pdf>

[fUML] *Semantics of a Foundational Subset for Executable UML Models (fUML)*, Version 1.4  
<https://www.omg.org/spec/fUML/1.4>

[ISO8601] *ISO 8601-1:2019 (First edition) Date and time – Representations for information interchange — Part 1: Basic rules*  
<https://www.iso.org/standard/70907.html>

[ISO10646] *ISO/IEC 10646:2010 (Second edition) Information technology – Universal Coded Character Set (UCS)*

[JSON] *ISO/IEC 21778:2017 Information technology – The JSON data interchange syntax*  
<https://www.iso.org/standard/71616.html>  
(see also *IECMA-404 The JSON data interchange syntax*  
<https://www.ecma-international.org/publications-and-standards/standards/ecma-404/>)

[MD] The MD2 Message-Digest Algorithm  
<https://datatracker.ietf.org/doc/html/rfc1319>  
The MD4 Message-Digest Algorithm  
<https://www.rfc-editor.org/rfc/rfc1320>  
The MD5 Message-Digest Algorithm  
<https://www.rfc-editor.org/rfc/rfc1321>

[MOF] *Meta Object Facility*, Version 2.5.1  
<https://www.omg.org/spec/MOF/2.5.1>

[OCL] *Object Constraint Language*, Version 2.4  
<https://www.omg.org/spec/OCL/2.4>

[SHS] *FIPS Pub 180-4 Secure Hash Standard*  
<https://csrc.nist.gov/publications/detail/fips/180/4/final>

[SMOF] *MOF Support for Semantic Structures*, Version 1.0  
<https://www.omg.org/spec/SMOF/1.0>

[SysAPI] *Systems Modeling Application Programming Interface (API) and Services*  
(as submitted contemporaneously with this proposed KerML specification)

[UUID] *ITU-T X.667 (10/2012) Information technology – Procedures for the operation of object identifier registration authorities: Generation of universally unique identifiers and their use in object identifiers*  
<https://www.itu.int/rec/T-REC-X.667-201210-I>  
(see also *A Universally Unique Identifier (UUID) URN Namespace*  
<https://tools.ietf.org/html/rfc4122>)

[XMI] *XML Metadata Interchange, Version 2.5.1*  
<https://www.omg.org/spec/XMI/2.5.1>

[ZIP] *.ZIP File Format Specification*  
<https://pkware.cachefly.net/webdocs/casestudies/APPNOTE.TXT>

## 4 Terms and Definitions

Various terms and definitions are specified throughout the body of this specification.



## 5 Symbols

A concrete syntax for KerML is specified in subclause 8.2 of this specification.





# 6 Introduction

## 6.1 Language Architecture

Developing systems generally involves creating a number of different specifications. For instance, a requirements specification gives the intended effects of a system, while a design specification determines how the system will bring about those effects. Many designs might be developed and evaluated against the same requirements. A test specification then describes test procedures that check whether requirements are met by real or virtual systems built and operated according to some design.

A *model* is a representation in some *modeling language* of all or part of any of the above kinds of system specification. The *semantics* of such models defines what it means for real or virtual things in a modeled system to conform to the specification given by the model. KerML is a foundational modeling language for expressing various kinds of system models with consistent semantics.

Syntactically, KerML is divided into three layers, with each layer building increasingly specific constructs on the previous layer. These layers are, from general to specific:

1. The *Root Layer* includes the most general syntactic constructs for structuring models, such as elements, relationships, annotations, and packaging.
2. The *Core Layer* includes the most general constructs that have semantics based on *classification*.
3. The *Kernel Layer* provides commonly needed modeling capabilities, such as associations and behavior.

The Core Layer grounds KerML semantics by interpreting it using mathematical logic. However, additional semantics are then specified through the relationship of Kernel abstract syntax constructs to model elements in the *Kernel Semantic Library*, which is written in KerML itself. Models expressed in KerML thus essentially reuse elements of the Semantic Library to give them semantics. The Semantic Library models give the basic conditions for the conformance of modeled things to the model, which are then augmented in the user model as appropriate.

Having a consistent specification of semantics helps people interpret models in the same way. In particular, because the Semantic Library models are expressed in the same language as user models, engineers and tool builders can inspect the library models to formally understand what real or virtual effects are actually being specified by their models for systems being modeled. More uniform model interpretation improves communication between everyone involved in modeling, including modelers and tool builders.

## 6.2 Document Organization

The remainder of this document is organized into four major clauses.

- [Clause 7](#) describes KerML from a user point of view, covering all the modeling constructs in the language. It is an informative reference for the normative language specification given in the following three subclauses.
- [Clause 8](#) specifies the normative metamodel for the KerML language. This includes the complete grammar for the concrete syntax, which is a textual notation (see [8.2](#)), the abstract syntax, which is a MOF model (see [8.3](#)), and formal semantics (see [8.4](#)).
- [Clause 9](#) specifies the normative Kernel Model Libraries, each of which is a set of *library models* available to be used in all KerML user models. They include the Semantic Library, which is a set of KerML models used to provide Kernel-layer semantics to user models (see [9.2](#)), the Data Type Library of standard data types (see [9.3](#)) and the Function Library of functions on those data types (see [9.4](#)).
- [Clause 10](#) specifies the format for standard file-based interchange of KerML models between tools.

In addition, [Annex A](#) provides basic (non-normative) guidance on incrementally instantiating models for execution, in a way that conforms to the formal semantics as (normatively) specified in the metamodel (see [8.4](#)), as supported by the Semantic Model Library (see [9.2](#)).

## 6.3 Acknowledgements

This specification represents the work of many organizations and individuals. The Kernel Model Language concept, as developed for use with SysML v2, is based on earlier work of the KerML Working Group, which was led by:

- Conrad Bock, US National Institute of Standards and Technology (NIST)
- Charles Galey, Jet Propulsion Laboratory
- Bjorn Cole, Lockheed Martin Corporation

The primary authors of this specification document and the syntactic and library models described in it are:

- Ed Seidewitz, Model Driven Solutions
- Conrad Bock, US National Institute of Standards and Technology (NIST)
- Bjorn Cole, Lockheed Martin Corporation
- Ivan Gomes, Twingineer
- Hans Peter de Koning, DEKonsult
- Vince Molnár, Budapest University of Technology and Economics

Other contributors include:

- Manfred Koethe, 88solutions
- Karen Ryan, Siemens

The specification was formally submitted for standardization by the following organizations:

- 88solutions Corporation
- Dassault Systèmes
- GfSE e.V.
- IBM
- INCOSE
- Intercax LLC
- Lockheed Martin Corporation
- MITRE
- Model Driven Solutions, Inc.
- PTC
- Simula Research Laboratory AS
- Thematrix Partners LLC

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- Manas Bajaj, Intercax LLC (API and services development lead)
- Yves Bernard, Airbus (v1 to v2 transformation co-lead)
- Bjorn Cole, Lockheed Martin Corporation (metamodel development co-lead)
- Sanford Friedenthal, SAF Consulting (SST co-lead, requirements V&V lead)
- Charles Galey, Lockheed Martin Corporation (metamodel development co-lead)
- Karen Ryan, Siemens (metamodel development co-lead)
- Ed Seidewitz, Model Driven Solutions (SST co-lead, pilot implementation lead)
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- John Watson, Lightstreet Consulting



# 7 Language Description

(Informative)

## 7.1 Language Description Overview

This clause provides an informative description of KerML. [Clause 8](#) gives the full definition of the KerML metamodel, which is the normative specification for implementing the language. In contrast, the description in this clause focuses on how the various constructs of the language are used, along with the Kernel Model Library (see [Clause 9](#)), to construct models. While non-normative, it is intended to be precise and consistent with the normative specification of the language.

The following subclauses present the language features in each of the Root, Core and Kernel Layers of KerML (as described in 6.1). Each layer is then further subdivided, following a parallel structure to the packaging of the metamodel (see [8.1](#)). Each subclause within a layer includes references to the corresponding concrete syntax, abstract syntax and semantics subclauses from the normative metamodel specification. In this way, the clause can be used as a general reference for KerML as well as a guide for better understanding of the formal specification of the metamodel.

This clause contains many examples of the KerML textual notation. In order to distinguish this text from normal body text, the following stylistic conventions are used in this clause.

1. Textual notation appears in "code" font. This includes references to individual element names from both example models (such as `Vehicle` and `wheels`) and the Kernel Model Library (such as `Performance` and `performances`), as well as more extensive model snippets.
2. Keywords appear in **boldface**, both when referenced in-line in body text ("Features are declared using the **feature** keyword.") and when used within complete notation examples.
3. Longer samples of textual notation are written in separate paragraphs, indented relative to body paragraphs.

## 7.2 Root

### 7.2.1 Root Overview

The Root layer provides the most general syntactic capabilities of the language: elements and relationships between them, annotations of elements, and membership of elements in namespaces. These capabilities are the syntactic foundation for structuring models in KerML, but they do not actually represent anything about a modeled system, and so have no semantic specification. The Core and Kernel layers build on the foundation provided by Root to provide constructs with modeling semantics (see [7.3](#) and [7.4](#)).

### 7.2.2 Elements and Relationships

#### 7.2.2.1 Elements and Relationships Overview

*Metamodel references:*

- Concrete syntax, [8.2.3.1](#)
- Abstract syntax, [8.3.2.1](#)
- Semantics, none

*Elements* are the constituents of a model. Some elements represent *relationships* between other elements, known as the *related elements* of the relationship. In general terms, a model is constructed as a graph structure in which relationships form the edges connecting non-relationship elements constituting the nodes. However, since

relationships are themselves elements, it is also possible in KerML for a relationship to be a related element in a relationship and for there to be relationships between relationships.

One of the related elements of a relationship may be the *owning* related element of the relationship. If the owning related element of a relationship is deleted from a model, then the relationship is also deleted. Some of the related elements of a relationship (distinct from the owning related element, if any) may be *owned* related elements. If a relationship has owned related elements, then, if the relationship is deleted from a model, all its owned related elements are also deleted.

The *owned relationships* of an element are all those relationships for which the element is the owning related element. The *owned elements* of an element are all those elements that are owned related elements of the owned relationships of the element (notice the extra level of indirection through the owned relationships). The *owning relationship* of an element (if any) is the relationship for which the element is an owned related element (of which the element can have at most one). The *owner* of an element (if any) is the owning related element of the owning relationship of the element (again, notice the extra level of indirection through the owning relationship).

The deletion rules for relationships imply that, if an element is deleted from a model, then all its owned relationships are also deleted and, therefore, all its owned elements. This may result in a further cascade of deletions until all deletion rules are satisfied. An element that has no owner acts as the *root element* of an *ownership tree structure*, such that all elements and relationships in the structure are deleted if the root element is deleted. Deleting any element other than the root element results in the deletion of the entire subtree rooted in that element.

### 7.2.2.2 Elements

Every element has a unique identifier known as its *element ID*. The properties of an element can change over its lifetime, but its element ID does not change after the element is created. An element may also have additional identifiers, its *alias IDs*, which may be assigned for tool-specific purposes.

The KerML textual notation, however, does not have any provision for specifying element or alias IDs, since these are expected to be managed by the underlying modeling tooling. Instead, an element may also have a *name* and/or a *short name*, by which it can be referenced in the notation. While the language makes no formal distinction between names and short names, the intent is that the name of an element should be fully descriptive, particularly in the context of the definition of the element, while the short name, if given, should be an abbreviated name useful for referring to the element. (For further discussion of naming, see also [7.2.5](#)).

In most cases, an element is *declared* using a keyword indicating the *kind* of element it is (e.g., **classifier** or **feature**). The declaration of an element may also specify a short name and/or name for it, in that order. The short name is distinguished by being surrounded by the delimiting characters < and >.

```
classifier <c123> AClassifier;  
feature aFeature;
```

Note that it is not required to specify either a short name or a name for an element. However, unless at least one of these is given, it is not possible to reference the element from elsewhere in the textual notation.

Names and short names have the same lexical structure, which has two variants.

1. A *basic name* is one that can be lexically distinguished in itself from other parts of the notation. The initial character of a basic name must be a lowercase letter, an uppercase letter or an underscore. The remaining characters of a basic name can be any character allowed as an initial character or any digit. However, a reserved keyword may not be used as a name, even though it has the form of a basic name (see [8.2.2.6](#) for the list of reserved words).

```
Vehicle  
power_line
```

2. An *unrestricted name* provides a way to represent a name that contains any character. It is represented as a non-empty sequence of characters surrounded by single quotes. The name consists of the characters *within* the single quotes – the single quotes are *not* included as part of the represented name. The characters within the single quotes may not include non-printable characters (including backspace, tab and newline). However, these characters may be included as part of the name itself through use of an escape sequence. In addition, the single quote character or the backslash character may only be included within the name by using an escape sequence.

```
'+'  
'circuits in line'  
'On/Off Switch'  
'Ångström'
```

An *escape sequence* is a sequence of two text characters starting with a backslash as an escape character, which actually denotes only a single character (except for the newline escape sequence, which represents however many characters is necessary to represent an end of line in a specific implementation). [Table 9](#) in subclause [8.2.2.3](#) shows the meaning of the allowed escape sequences.

In addition to the declaration notated as above, the representation for an element may include a *body*, which is a list of *owned* elements delimited by curly braces {...}. It is a general principle of the KerML textual concrete syntax that the representation of owned elements are nested inside the body of the representation of the owning element. In this way, when the notation for the owning element is removed in its entirety from the representation of a model, the owned elements are also removed.

```
namespace P {  
  // This is the body of the namespace, declaring its owned members.  
  classifier A;  
  classifier B {  
    // This is the body of the classifier, declaring its owned features.  
    feature x;  
    feature y;  
  }  
}
```

### 7.2.2.3 Relationships

The related elements of a relationship are divided into *source* and *target* elements. A relationship is said to be *directed* from its source elements to its target elements. It is allowed for a relationship to have only source or only target elements. However, by convention, an *undirected* relationship is usually represented as having only target elements.

A relationship must have at least two related elements. A relationship with exactly two related elements is known as a *binary relationship*. A *directed binary relationship* is a binary relationship in which one related element is the source and one is the target. Most specialized kinds of relationship in KerML are directed binary relationships (the principal exceptions being dependencies, associations and connectors, see [7.2.3](#), [7.4.5](#), and [7.4.6](#)).

Various kinds of relationships are declared with special notations showing their related elements. A relationship may also have a body that specifies owned related elements of the relationship, which may include any kind of element other than an annotating element (see [7.2.4](#)). If an annotating element (i.e., a comment, textual representation or metadata feature) is included in the body of a relationship, then, rather than being directly an owned related element of the containing relationship, the annotating element is an owned related element of an annotation relationship owned by the containing relationship (see [7.2.3.2](#) for an example).

## 7.2.3 Dependencies

### 7.2.3.1 Dependencies Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.3.2](#)
- *Abstract syntax*, [8.3.2.2](#)
- *Semantics*, *none*

A *dependency* is a kind of relationship between any number of client (source) and supplier (target) elements. It implies that a change to a supplier element may result in a change to a client element. Dependencies can be useful for representing relationships between elements in an abstract way. For example, a dependency can be used to represent that an upper layer of an architecture stack may depend on a lower layer of the stack.

### 7.2.3.2 Dependency Declaration

A dependency is declared using the keyword **dependency**, optionally followed by a short name and/or name (see [7.2.2](#)). The client elements of the dependency are then given as a comma-separated list of qualified names following the keyword **from**, followed by a similar list of the supplier elements after the keyword **to**. If no short name or name is given for the dependency, then the keyword **from** may be omitted.

```
dependency Use
  from 'Application Layer' to 'Service Layer';

// 'Service Layer' is the client of this dependency, not its name.
dependency 'Service Layer'
  to 'Data Layer', 'External Interface Layer';
```

A dependency declaration may also optionally have a relationship body (see [7.2.2.3](#)) containing any additional owned related elements (which act as suppliers) and annotating elements owned by the dependency via annotation relationships (see [7.2.4](#)).

```
dependency 'Service Layer'
  to 'Data Layer', 'External Interface Layer' {
    /* 'Service Layer' is the client of this dependency,
     * not its name. */
  }
```

## 7.2.4 Annotations

### 7.2.4.1 Annotations Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.3.3](#)
- *Abstract syntax*, [8.3.2.3](#)
- *Semantics*, *none*

An *annotation* is a relationship between an *annotated element* and an *annotating element* that provides additional information about the element being annotated. Any kind of element may be annotated, but only certain kinds of elements may be annotating elements. Specific kinds of annotating elements include comments and textual representations (see [7.2.4.2](#) and [7.2.4.3](#)). A further kind of annotating element for user-defined metadata is defined in the Kernel layer (see [7.4.13](#)).

Each annotation relationship is between a single annotating element and a single annotated element, but an annotating element may have multiple annotation relationships with different annotated elements, and any element may have multiple annotations. The annotated element of an annotation can optionally be the owning related



element of the annotation, in which case the annotation is an owned annotation of the owning annotated element. If an annotating element is an owned member of a namespace (see [7.2.5](#)) and is not involved in any annotation relationships, then its owning namespace is considered to be its annotated element without the need for an explicit annotation relationship.

### 7.2.4.2 Comments and Documentation

A *comment* is an annotating element with a textual *body* that in some way describes its annotated element. *Documentation* is a kind of comment that has the special status of documenting the annotated element, known in this case as the *documented element*. A documentation comment is always an owned element of its documented element.

The full declaration of a comment begins with the keyword **comment**, optionally followed by a short name and/or name (see [7.2.2.2](#)). One or more annotated elements are then identified for the comment after the keyword **about**, indicating that the comment has annotation relationships to each of the identified elements. The *body* of the comment is written lexically as regular comment text between `/*` and `*/` delimiters (see also [8.2.2.2](#)).

```
classifier A;
classifier B;
comment Comment1 about A, B
    /* This is the comment body text. */
```

If the comment is an owned member of a namespace (see [7.2.5](#)), then the explicit identification of annotated elements can be omitted, in which case the annotated element is implicitly the containing namespace. Further, in this case, if no short name or name is given for the comment, then the **comment** keyword can also be omitted.

```
namespace N {
    comment C /* This is a comment about N. */

    /* This is also a comment about N. */
}
```

A documentation comment is notated similarly to a regular comment, but using the keyword **doc** rather than **comment**. The documented element of a documentation comment is always the owning element of the documentation.

```
dependency X from A to B {
    doc X_Comment
        /* This is a documentation comment about X. */
    doc /* This is more documentation about X. */
}
namespace P {
    doc P_Comment /* This is a documentation comment about P. */
}
```

The actual *body* text of a comment does not include the initial `/*` and final `*/` characters. Further, the written text is processed to allow formatting using `*` characters to delimit consistent initial indentation of a comment lines. For example, the comment notation in:

```
namespace CommentExample {
    /*
     * This is an example of multiline
     * comment text with typical formatting
     *   for readable display in a text editor.
     */
}
```

would result in the following body text in the comment element in the represented model:

```
This is an example of multiline
comment text with typical formatting
    for readable display in a text editor.
```

The body text of a comment can include markup information (such as HTML), and a tool may (but is not required to) display such text as rendered according to the markup. (See [8.2.3.3.2](#) for the complete rules for processing comment text.)

### 7.2.4.3 Textual Representations

A textual representation is an annotating element whose textual *body* represents its annotated element (known in this case as the *represented element*) in a given language. A textual representation is notated similarly to a documentation comment (see [7.2.4.2](#)), but with the keyword **rep** used instead of **comment**. As for documentation, a textual representation is always owned by its represented element. In particular, if the textual representation is an owned member of a namespace (see [7.2.5](#)), the represented element is the containing Namespace. A textual representation declaration must also specify the language used for the textual body as a literal string (see [8.2.2.5](#)) following the keyword **language**. If the textual representation has no short name or name, then the **rep** keyword can also be omitted.

```
class C {
    feature x: Real;
    inv x_constraint {
        rep inOCL language "ocl"
        /* self.x > 0.0 */
    }
}
behavior setX(c : C, newX : Real) {
    language "alf"
    /* c.x = newX;
     * WriteLine("Set new x");
     */
}
```

The lexical comment text given for a textual representation is processed as for regular comment text (see [7.2.4.2](#)), and it is the result after such processing that is the textual representation *body* expected to conform to the named language.

**Note.** Since the lexical form of a comment is used to specify the textual representation *body*, it is not possible to include comments of a similar form in the *body* text.

The language name in a textual representation is case insensitive. The name can be of a natural language, but will often be for a machine-parsable language. In particular, there are recognized standard language names.

If the language is "kerml", then the body of the textual representation must be a legal representation of the represented element in the KerML textual notation. A tool can use such a textual representation to record the original KerML notation text from which an element is parsed. Other standard language names that can be used in a textual representation include "ocl" and "alf", in which case the body of the textual representation must be written in the Object Constraint Language [OCL] or the Action Language for fUML [Alf], respectively.

However, for any other language than "kerml", the KerML specification does not define how the body text is to be semantically interpreted as part of the model being represented. An element with no other definition than a textual representation in a language other than KerML is essentially a semantically "opaque" element specified in the other

language. Nevertheless, a conforming KerML tool may (but is not required to) interpret such an element consistently with the specification of the named language.

## 7.2.5 Namespaces

### 7.2.5.1 Namespaces Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.3.4](#)
- *Abstract syntax*, [8.3.2.4](#)
- *Semantics*, *none*

A *namespace* is an element that contains other elements via *membership* relationships with those elements. The namespace is the source element and owner of the membership. The target of a membership can be any kind of element, known as the *member element* of the membership. If the membership is an *owning* membership, then the member element is known as an *owned* member element, which is the only owned related element of the membership.

A namespace may also *import* memberships from other namespaces. Further, a type, which is kind of namespace, may *inherit* memberships from other types that it specializes (see [7.3.2](#)).

The *members* of a namespace are the member elements of all the memberships of the namespace (whether owned, imported or inherited). The *owned members* of a namespace are the owned member elements of all the owned memberships of the namespace that are owning memberships.

If an element is a member of a namespace, then any name for that element relative to the namespace is known as an *unqualified name* for that element in the namespace. If the containing namespace is not a root namespace (see [7.2.5.3](#)), then the *qualified name* for the member element consists of a name for the containing namespace, known as the *qualifier*, followed by an unqualified name for the element. Since a namespace is an element that may itself be a member of another namespace, a qualifier may be a qualified name. Therefore, a qualified name of an element, in general, has the form of a list of unqualified names of namespaces, each relative to the previous one, followed by the unqualified name of the element in the final namespace.

A qualified name is notated as a sequence of *segment names* separated by ":" punctuation. An *unqualified* name can be considered the degenerate case of a qualified name with a single segment name. A qualified name is used in the KerML textual concrete syntax to identify an element that is being referred to in the representation of another element. A qualified name used in this way does not appear in the corresponding abstract syntax—instead, the abstract syntax representation contains an actual reference to the identified element. *Name resolution* is the process of determining the element that is identified by a qualified name (see [8.2.3.5](#)).

Since namespaces and their members may have aliases (see [7.2.5.2](#)), it is possible for there to be multiple qualified names for an element even if it does not itself have aliases. On the other hand, if a namespace does not have any name, then its members will have no qualified names, even if they are themselves named.

### 7.2.5.2 Namespace Declaration

A namespace that is not a root namespace (see [7.2.5.3](#)), and does not represent any more specialized modeling construct (such as a type—see [7.3.2](#)) is declared using the keyword **namespace**, optionally followed by a short name and/or name (see [7.2.2.2](#)). The *body* of the namespace is notated as a list of representations of the content of the namespace delimited between curly braces {...}. If the namespace is empty, then the body may be omitted and the declaration ended instead with a semicolon.

```
namespace <'1.1'> N1; // This is an empty namespace.
namespace <'1.2'> N2 {
```

```

    doc /* This is an example of a namespace body. */
    class C;
    datatype D;
    feature f : C;
    namespace N3; // This is a nested namespace.
}

```

Declaring an element within the body of a namespace denotes that the element is an owned member of the namespace—that is, that there is an owning membership relationship between the namespace and the member element.

The *visibility* of the membership can be specified by placing one of the keywords **public**, **protected** or **private** before the public element declaration. If the membership is **public** (the default), then it is visible outside of the namespace. If it is **private**, then it is not visible. For namespaces other than types, **protected** visibility is equivalent to **private**. For types, **protected** visibility has a special meaning relating to member inheritance (see [7.3.2](#)).

```

namespace N3 {
    public class C;
    private datatype D;
    feature f : C; // public by default
}

```

An *alias* for an element is a non-owning membership of the element in a namespace, which may or may not be the same namespace that owns the element. An alias name or short name is determined only relative to its membership in the namespace, and can therefore be different than the name or short name defined on the element itself. Note that the same element may be related to a namespace by multiple alias memberships, allowing the element to have multiple, different names relative to that namespace.

An alias is declared using the keyword **alias** followed by the alias short name and/or name, with a qualified name identifying the element given after the keyword **for**. The alias declaration may optionally include a body as described for relationships in [7.2.2.3](#). The visibility of the alias membership can be specified as for an owned member.

```

namespace N4 {
    class A;
    class B;
    alias <C> CCC for B {
        doc /* Documentation of the alias. */
    }
    private alias D for B;
}

```

A comment (see [7.2.4.2](#)), including documentation, declared within a namespace body also becomes an owned member of the namespace. If no annotated elements are specified for the comment (with an **about** clause), then, by default, the comment is considered to be about the containing namespace.

```

namespace N5 {
    class A;
    comment Comment1 about A
        /* This is a comment about class A. */

    comment Comment2
        /* This is a comment about namespace N5. */

    /* This is also a comment about namespace N5. */
}

```

```

    doc N9_Doc
      /* This is documentation about namespace N5. */
  }

```

With the ability to specify names, short names and aliases for elements, any element can potentially have several names relative to a namespace. However, the set of names provided for any one member of a namespace must be disjoint from the set of names provided for any other member of the namespace. That is, a namespace effectively provides a "space" of names, each one of which uniquely identifies a single member element of the namespace (though there may be multiple names that identify the same element). This is known as the *distinguishability* of namespace memberships.

### 7.2.5.3 Root Namespaces

A *root namespace* is a namespace that has no owner. The owned members of a root namespace are known as *top-level elements*. Any element that is not a root namespace has an owner and, therefore, must be in the ownership tree of a top-level element of some root namespace.

The declaration of a root namespace is implicit and no identification of it is provided in the KerML textual notation. Instead, the body of a root namespace is given simply by the list of representations of its top-level elements.

```

doc /* This is a model notated in KerML concrete syntax. */
classifier A {
  feature c : C;
}
class C;
datatype D;
feature f: C;
package P;

```

Since the notation does not provide a means for naming a root namespace, the name of a top-level element is *not* qualified by the name of its containing root namespace. The name resolution rules consider all top-level elements to be directly and globally visible without qualification (see [8.2.3.5](#)). Therefore, the *fully qualified* name of an element relative to a root namespace always begins with the name of a top-level element in the root namespace, without regard to the name (if any) of the root namespace.

### 7.2.5.4 Imports

A namespace may *import* visible memberships from other namespaces. The complete set of memberships of a namespace include all its owned memberships and all its imported memberships, and the member elements of imported memberships are included in the set of members of the namespace. Various kinds of namespaces may also define additional memberships to be included in the set of memberships of that kind of namespace (for instance, the memberships of a type also include its *inherited* members – see [7.3.2](#)) and which of those are visible (e.g., public inherited memberships).

If the member name or member short name of any imported membership conflicts with the name of any owned member, or with the name of any visible membership from any other imported namespace, then the conflicting membership is *hidden* and is not included in the set of imported memberships of the importing namespace. As a result of this rule and the distinguishability rule for owned members (see [7.2.5.2](#)), the names of all owned and imported members will always be distinct from each other. Any specialized kind of namespace that adds further kinds of memberships (e.g., inherited memberships of types) always maintains the property that the names of all memberships of a namespace are distinct from each other.

The namespace that is the source of an import relationship, known as the *importing* namespace, also owns it. There are two types of import relationships. A *membership import* is a relationship between the importing namespace and a single membership, which becomes an imported membership of the importing namespace. A *namespace import* is

a relationship between the importing namespace and an *imported namespace*, in which all visible memberships of the imported namespace become imported memberships of the importing namespace.

A membership import is denoted using the keyword **import** followed by a qualified name, which identifies the imported membership (be member name or member short name). The member element of the imported membership becomes an *imported member* of the importing namespace. Note that the imported membership may be for an alias of the imported member (see [7.2.5.2](#)), in which case the element will be known by that name in the importing namespace.

```
namespace N6 {
  import N4::A;
  import N4::C; // Imported with name "C".
  namespace M {
    import C; // "C" is re-imported from N4 into M.
  }
}
```

A namespace import is also denoted using the keyword **import** followed by a qualified name, but with the qualified name suffixed by `::*`. In this case, the qualified name identifies the imported namespace. All visible memberships of the imported namespace then become imported memberships of the importing namespace.

```
namespace N7 {
  // Memberships A, B and C are all imported from N4.
  import N4::*;
}
```

If the declaration of either a membership or namespace import is further suffixed by `::**`, then the import is *recursive*. Such an import is equivalent to importing memberships as described above for either an imported membership or namespace, followed by further recursively importing from each imported member that is itself a namespace.

```
namespace N8 {
  class A;
  class B;
  namespace M {
    class C;
  }
}
namespace N9 {
  import N8:**;
  // The above recursive import is equivalent to all
  // of the following taken together:
  //   import N8;
  //   import N8::*;
  //   import N8::M::*;
}
namespace N10 {
  import N8::**::*;
  // The above recursive import is equivalent to all
  // of the following taken together:
  //   import N8::*;
  //   import N8::M::*;
  // (Note that N8 itself is not imported.)
}
```

The *visibility* of an import can be specified by placing the keyword **public** or **private** before the import declaration. If the import is **public** (the default), then all the imported memberships become public for the

importing namespace. If import is **private**, then the imported memberships become private relative to the importing namespace. An import declaration may optionally have a body, as described for relationships in [7.2.2.3](#).

```
namespace N11 {  
  public import N4::A {  
    /* The imported membership is visible outside N11. */  
  }  
  
  private import N5::* {  
    doc /* None of the imported memberships are visible  
       * outside of N11. */  
  }  
}
```

An import may also be declared with one or more *filter conditions*. Given as model-level evaluable Boolean expressions (see [7.4.9](#)), listed after the imported membership or namespace specification, each surrounded by square brackets [...]. Such a filtered import is equivalent to importing an implicit package that then both imports the given imported membership or namespace and has all the given filter conditions. The effect is such that, for a filtered import, memberships are imported if and only if they satisfy all the given filter conditions. (While filtered imports may be used in any namespace, packages and filter conditions are actually Kernel-layer concepts, because expressions are only defined in that layer. See [7.4.14](#).)

```
namespace N12 {  
  import Annotations::*;  
  
  // Only import elements of NA that are annotated as Approved.  
  import NA::*[@Approved];  
}
```

## 7.3 Core

### 7.3.1 Core Overview

The Core layer builds on the Root layer to add the minimum constructs for modeling systems as designed, built and operated. *Semantics* is about how models are interpreted as giving conditions on how things should be (i.e., as a *specification* of a modeled system) or as a reflection of how things are (i.e., as a *description* of a modeled system). KerML semantics are based on *classification*: a model has elements that classify things in the modeled system.

A *type* is the most general kind of model element that classifies things (see [8.2.4.1.1](#)). *Classifiers* are types that classify things, such as cars, people and processes being carried out, as well as how they are related by features (see [7.3.3](#)). *Features* are also types, classifying relations between things (see [8.2.4.3.1](#)). In addition to simple relations between two things, KerML allows features to classify longer *chains* of relations. For example, cars owned by people who live in a particular city might be required to be registered. These cars are identified by a chain of two relations, first the ownership of the car, then the residence of the owner.

KerML also supports taxonomies of classifications using *specialization* relationships between types. All the things classified by a specialized type are also classified by the general types it is related to via specialization relationships. This means that all the things classified by a specialized type have all the features of its general types, referred to as *inheriting* features from general to specific types. KerML includes several special kinds of specialization, including *subclassification* between classifiers, *subsetting* and *redefinition* between features, and *feature typing* between a feature and another type.

### 7.3.2 Types

### 7.3.2.1 Types Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.4.1](#)
- *Abstract syntax*, [8.3.3.1](#)
- *Semantics*, [8.4.3.2](#)

*Types* classify things in a modeled system. The set of things classified by a type is the *extent* of the type, each member of which is an *instance* of the type. Everything being modeled is an instance of the type `Anything` from the `Base` library model (see [9.2.2](#)).

A type gives conditions for what things must be in or not in its extent (*sufficient* and *necessary* conditions, respectively). The simplest conditions directly identify instances that must be in or not in the extent. Other conditions can give characteristics of instances indicating they must be in or not in the extent. These conditions apply to all procedures that determine the extents of types, including logical solving, inference, and execution.

For example, a type `Car` could require every instance in its extent (everything it classifies) to have four wheels, which means anything that does not have four wheels is not in its extent (necessary condition). It does not mean all four wheeled things are in the extent (are cars), however. (Note that necessary conditions are usually stated as what must be true of all instances in the extent, even though they really only determine what is not.) Alternatively, `Car` could require all four wheeled things to be in its extent (sufficient condition).

Types are namespaces, enabling them to have members via membership relationships to other elements identified as their members (see [7.2.5](#)). These include *inherited* memberships, which are certain memberships from the general types of their *owned specializations* (see [7.3.2.3](#)). The member names of all inherited memberships must be distinct from each other and from the member names of all owned memberships. A membership that would otherwise be imported is also hidden by an inherited memberships with the same member name, similarly to how it would be hidden by a conflicting owned membership (see [7.2.5](#)).

**Note.** Name conflicts due to inherited memberships can be resolved by redefining them to give non-conflicting member names (see [7.3.4](#)).

### 7.3.2.2 Type Declaration

A type is declared using the keyword **type**, optionally followed by a short name and/or name. In addition, a type declaration defines either one or more *owned specializations* for the type (see [7.3.2.3](#)) or a *conjugator* for the type (see [7.3.2.4](#)). This may optionally be followed by the definition of one or more *owned disjointings* (see [7.3.2.5](#)).

```
type A specializes Base::Anything disjoint from B;  
type C conjugates A;
```

A type is specified as *abstract* by placing the keyword **abstract** before the keyword **type**. A type that is not abstract is called a *concrete* type. Declaring a type to be abstract means that all instances of the type must also be instances of at least one concrete type that directly or indirectly specializes the abstract type.

```
abstract type A specializes Base::Anything;  
type A1 specializes A;  
type A2 specializes A;
```

The multiplicity constrains the number of instances in the extent of a type (the *cardinality* of the extent). A multiplicity is a feature whose values are natural numbers (extended with infinity, see [9.3.2.1](#)) that are the only ones allowed for the cardinality of its featuring type (each multiplicity is the feature of exactly one Type). A type can have at most one feature that is its multiplicity. Cardinality for classifiers is the number of things it classifies. For



features that are not end features (see below), cardinality is the number of values of the feature for a specific instance of its featuring types.

**Note.** The semantics of multiplicity is different for features that are identified as *end features*. End Features are used primarily in the definition of associations and connectors, and the semantics of end features is discussed in conjunction with them (see [7.4.5](#) and [7.4.6](#), respectively).

The multiplicity of a type can be specified as a *range* after any identification of the Type, between square brackets [...]. (See [7.4.12](#) for a complete description of multiplicity ranges, including declaring named multiplicity features.)

```
// This Type has exactly one instance.  
type Singleton[1] specializes Base::Anything;
```

The body of a type is specified as for a generic namespace, by listing the members between curly braces {...} (see [7.2.5.2](#)). However, for types, *protected* members, indicated using the keyword **protected** instead of **public** or **private**, have special visibility rules for inheritance (see [7.3.2.3](#)). A feature declared as an owned member of a type is automatically considered to be an *owned feature* of the type, related by a *feature membership*, unless its declaration is preceded by the keyword **member**, in which case it is related by regular membership (see [7.3.2.6](#) for details).

```
type Super specializes Base::Anything {  
  private namespace N {  
    type Sub specializes Super;  
  }  
  protected feature f : N::Sub;  
  member feature f1 : Super featured by N::Sub;  
}
```

The conditions that a type places on its instances (e.g., what feature it has) are always considered *necessary*. They can be indicated as *sufficient* by placing the keyword **all** after the keyword **type**. In this case, the type places additional sufficiency conditions on its instances corresponding to all the necessary conditions. For example, if `Car` requires all instances to be four-wheeled (necessary), and then is also indicated as sufficient, its extent will include all four wheeled things and no others. (See also the discussion in [7.3.2.1](#).)

```
type all Car specializes MaterialThing {  
  feature wheels[4] : Wheel;  
}
```

### 7.3.2.3 Specialization

*Specializations* are relationships between types, identified as *specific* and *general*, indicating that all instances of the specific type are instances of the *general* one (that is, the extent of the specific type is a subset of the extent of the general one, which might be the same set). This means instances of the specific type have all the features of the general one, referred to syntactically as *inheriting* features from general to specific types. A type may participate in multiple specialization relationships, both as specific and general types.

A specialization relationship is declared using the keyword **specialization**, optionally followed by a short name and/or a name. The qualified name of the specific type, or a feature chain (see [7.3.4.6](#)) if the specific type is such a feature, is then given after the keyword **subtype**, followed by the qualified name of the general type, or a feature chain if the general type is such a feature, after the keyword **specializes**. The symbol `:>` can be used interchangeably with the keyword **specializes**. A specialization declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```
specialization Gen subtype A specializes B;  
specialization subtype x :> Base::things {
```

```

    doc /* This specialization is unnamed. */
}

```

If no `shortName` or `name` is given, then the keyword **specialization** may be omitted.

```

subtype C specializes A;
subtype C specializes B;

```

The *directsupertypes* of a type are all the general types in specializations for which the type is the specific type, and the *direct subtypes* of a type are all the specific types in specializations for which the type is the general type.

*Indirect supertypes* include, recursively, the supertypes of the direct supertypes of a type, and similarly for *indirect subtypes*.

Specialization relationships can form cycles, which means all types in the cycle have the same instances (same extent). However, since all types are required to specialize the base type `Anything` (directly or indirectly), no cycle of valid types can be entirely closed, unless it includes the type `Anything`.

The *owned specializations* of a type are those specializations that are owned relationships of the type (see [7.2.2](#)), for which the type is the *specific* type. An owned specialization of a type is defined as part of the declaration of the type, rather than in a separate declaration, by including the qualified name or feature chain of the general type in a list after the keyword **specializes** (or the symbol `:`).>).

```

type C specializes A, B;
type f :> Base::things;

```

A type *inherits* all visible and protected memberships of the general types of its owned specializations. *Protected* memberships are all owned and inherited memberships of the general type whose visibility declared as **protected** (see also [7.3.2.2](#) on **protected** visibility; for imported memberships, protected visibility is equivalent to private). This means protected memberships are memberships that are only visible to their owning type and to (direct or indirect) specializations of it.

```

type A specializes Base::Anything {
    feature f; // Public by default.
    protected feature g;
    private feature h;
}
type B specializes A {
    // B inherits feature memberships for
    // f and g, but not h.
}

```

### 7.3.2.4 Conjugation

*Conjugation* is a relationship between types, identified as the *original* type and the *conjugated* type, indicating the conjugated type inherits visible and protected memberships from the original type, except the direction of input and output features is reversed (see [7.3.4.1](#) on features with direction). Features with direction **in** relative to the original type are treated as having direction **out** relative to the conjugated type, and vice versa for direction **out** treated as **in**. Features with with no direction or direction **inout** in the original type are inherited without change.

A conjugation relationship is declared using the keyword **conjugation**, followed by a short name and/or a name. The qualified name of the conjugated type, or a feature chain (see [7.3.4.6](#)) if the conjugated type is such a feature, is then given after the keyword **conjugate**, followed by the qualified name of the original type, or a feature chain if the original type is such a feature, after the keyword **conjugates**. The symbol `~` can be used interchangeably with the keyword **conjugates**. A conjugation declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```

type Original specializes Base::Anything {
  in feature Input;
}
type Conjugate1 specializes Base::Anything;
type Conjugate2 specializes Base::Anything;
conjugation c1 conjugate Conjugate1 conjugates Original;
conjugation c2 conjugate Conjugate2 ~ Original {
  doc /* This conjugation is equivalent to c1. */
}

```

If no short name or name is given, then the keyword **conjugation** may be omitted.

```

conjugate Conjugate1 conjugates Original;
conjugate Conjugate2 ~ Original;

```

An *owned conjugation* is an owned relationship of a type ([7.2.2](#)) that is a conjugation relationship, for which the type is the *conjugated* type. An owned conjugation for a type is defined as part of the declaration of the type, rather than in a separate declaration, by including the qualified name or feature chain of the original type after the keyword **conjugates** (or the symbol ~).

```

type Conjugate1 conjugates Original;
type Conjugate2 ~ Conjugate1;

```

A type can be the conjugated type of at most one conjugation relationship, and a conjugated type cannot be the specific type in any specialization relationship.

### 7.3.2.5 Disjoining

Types related by *disjoining* do not share instances (instances cannot be in more than one of the extents; the extents are *disjoint*). For example, a classifier for mammals is disjoint from a classifier for minerals, and a feature for people's parents is disjoint from a feature for their children.

A disjoining relationship is declared using the keyword **disjoining**, optionally followed by a short name and/or a name. The qualified name of the first type, or a feature chain (see [7.3.4.6](#)) if the type is such a feature, is then given after the keyword **disjoint**, followed by the qualified name of the second type, or a feature chain, if the type is such a feature, after the keyword **from**. A disjoining declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```

disjoining Disj disjoint A from B;
disjoining disjoint Mammal from Mineral;
disjoining disjoint Person::parents from Person::children {
  doc /* No Person can be their own parent. */
}

```

If no short name or name is given, then the keyword **disjoining** may be omitted.

```

disjoint A from B;
disjoint Mammal from Mineral;
disjoint Person::parents from Person::children;

```

An *owned disjoining* of a type is an owned relationship of the type (see [7.2.2](#)) that is a disjoining relationship. An owned disjoining is defined as part of the declaration of the type, rather than in a separate declaration, by including the qualified name or feature chain of the disjoining type in a list after the keyword **disjoint from**, placed after any owned specializations.

```

type C specializes Anything disjoint from A, B;
type Mammal :> Animal disjoint from Mineral;

```

### 7.3.2.6 Feature Membership

A *feature membership* is a relationship between a type and a feature that is both a kind of owning membership and a kind of *type featuring* (see [7.3.4.8](#)). Features related to a type via feature membership are identified as *owned features of the type*. The owning type is one of the feature's featuring types, meaning that the feature specifies a relation between the owning type and the type of the feature.

A feature that is declared within the body of a type is normally an owned feature of that type, so it automatically has that type as a featuring type (because feature membership is a kind of type featuring). This also applies to the bodies of classifiers (see [7.3.3](#)) and features (see [7.3.4](#)), since they are kinds of types. A feature may also be aliased in a type like any other Element (see [7.2.5](#)), in which case it is related to the aliasing type by a regular membership relationship, not a feature membership, and, so, does not become one of the owned features of the type.

```

feature person[*] : Person;
classifier Person {
  // This declares an owned feature using a feature membership.
  feature age[1] : ScalarValues::Integer;

  // This is not a feature membership.
  alias personAlias for person;
}

```

However, if a feature declaration in the body of type is preceded by the keyword **member**, then the feature is owned by the containing type via a membership relationship, not a feature membership. In this case, the feature is *not* an owned feature of the containing type, and it does *not* automatically have the containing type as a featuring type, though it may have featuring types declared in its **featured by** list (see [7.3.4.1](#) on declaring the owned typings of a feature).

```

classifier A;
classifier B {
  // Feature f has B as its featuring type.
  feature f;

  // Feature g has A as its featuring type, not B.
  member feature g featured by A;
}

```

### 7.3.2.7 Unioning, Intersecting, and Differencing

*Unioning*, *intersecting*, and *differencing* are relationships between an owning type and a set of other types.

1. *Unioning* specifies that the owning type classifies everything that is classified by *any* of the unioned types.
2. *Intersecting* specifies that the owning type classifies everything that is classified by *all* of the intersecting types.
3. *Differencing* specifies that the owning type classifies everything that is classified by the first of the differenced types but *not* by any of the remaining types.

Since these relationships are always owned by the source type, they are defined as part of the declaration of that type, using the keywords **unions**, **intersects**, and **differences**, respectively, followed by a list of qualified names (or feature chains, if appropriate, see [7.3.4.6](#)) of the related types. These relationship clauses are placed after any owned specializations (see [7.3.2.3](#)) but may otherwise appear in any order with each other and with any disjoining clause (see [7.3.2.5](#)).

```

classifier Adult;
classifier Child;

classifier Person unions Adult, Child {
  feature dependents : Child[*];
  feature offspring : Person[*];
  feature grownOffspring : Adult[*] :> offspring;
  feature dependentOffspring : Child[*] :> dependents, offspring
    differences offspring, grownOffspring
    intersects dependents, offspring;
}

```

Multiple relationships of each kind can be specified using multiple clauses in a single declaration. In the case of differencing, any additional **differences** clauses after the first one mean that the owning type does *not* classify anything classified by any of the related types. It is not allowable, though, for a type to have just one of any of these relationships over all.

```

// This is valid.
classifier Person unions Adult unions Child;

// This is NOT valid.
classifier Person unions Adult;

```

## 7.3.3 Classifiers

### 7.3.3.1 Classifiers Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.4.2](#)
- *Abstract syntax*, [8.3.3.2](#)
- *Semantics*, [8.4.3.3](#)

*Classifiers* are types that classify things in the modeled system, as distinct from features, which model the relations between them (see [7.3.4](#)). *Subclassification* is a kind of specialization that specifically relates classifiers.

### 7.3.3.2 Classifier Declaration

The notation for a classifier is the same as the generic notation for a type (see [7.3.2.2](#)), except using the keyword **classifier** rather than **type**. However, any general types referenced in a **specializes** list must be Classifiers, and the specializations defined are specifically *subclassifications* (see [7.3.3.3](#)). A classifier is also not required to have any owned subclassifications explicitly specified. If no explicit subclassification is given for a classifier, and the classifier is not conjugated, then the classifier is given a default subclassification to the most general base classifier *Anything* from the Base library model (see [9.2.2](#)).

```

classifier Person { // Default superclassifier is Base::Anything.
  feature age : ScalarValues::Integer;
}
classifier Child specializes Person;

```

The declaration of a classifier may also specify that the classifier is a conjugated type (see [7.3.2.4](#)), in which case the original type must also be a classifier.

```

classifier FuelInPort {
  in feature fuelFlow : Fuel;
}
classifier FuelOutPort conjugates FuelInPort;

```

### 7.3.3.3 Subclassification

A subclassification relationship is declared using the keyword **specialization**, optionally followed by a short name and/or a name. The qualified name of the *subclassifier* is then given after the keyword **subclassifier**, followed by the qualified name of the *superclassifier* after the keyword **specializes**. The symbol **:>** can be used interchangeably with the keyword **specializes**. A subclassification declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```
specialization Super subclassifier A specializes B;
specialization subclassifier B :> A {
    /* This subclassification is unnamed. */
}
```

If no short name or name is given, then the keyword **specialization** may be omitted.

```
subclassifier C specializes A;
subclassifier C specializes B;
```

An owned subclassification of a classifier is defined as part of the declaration of the classifier, rather than in a separate declaration, by including the qualified name of the superclassifier in a list after the keyword **specializes** (or the symbol **:>**).

```
classifier C specializes A, B;
```

## 7.3.4 Features

### 7.3.4.1 Features Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.4.3](#)
- *Abstract syntax*, [8.3.3.3](#)
- *Semantics*, [8.4.3.4](#)

*Features* are types that classify how things in a modeled system are related, including by chains of relations. Relations between things can also be treated as things, allowing relations between relations, recurring as many times as needed. A feature relates instances in the intersection of the extents of its *featuring types* (the *domain*) with instances in the intersection of the extents of its *featured types* (the *co-domain*). Instances in the domain of a feature are said to "have values" that are instances of the co-domain. The domain of features with no explicit featuring types is the type `Anything` from the `Base` library model (see [9.2.2](#)).

*Type featuring* is a relationship between a feature and a type that identifies the type as a *featuring type* of the feature. *Feature membership* is both a kind of owning membership and a kind of type featuring, by which a type owns a feature and becomes a featuring type of that feature (see [7.3.2.6](#)).

There are also several forms of specialization that apply specifically to features.

- *Feature typing* is a relationship between a feature and a type that identifies the type as a *featured type* of the feature.
- *Subsetting* is a relationship between a specific feature (the *subsetting feature*) and a more general feature (the *subsetted feature*), where the specific feature may further constrain the featuring types, featured types and multiplicity of the general feature.
- *Redefinition* is a kind of subsetting in which the specific feature (the *redefining feature*) also replaces an otherwise inherited general feature (the *redefined feature*) in the context of the owning type of the specific feature.

### 7.3.4.2 Feature Declaration

The notation for a feature is similar to the generic notation for a type (see [7.3.2.2](#)), except using the keyword **feature** rather than **type**. Further, a feature can have any of three kinds of specialization, each identified by a specific keyword or equivalent symbol:

- **typed by** or **:** – Specifies FeatureTyping (see [7.3.4.3](#)).
- **subsets** or **:>** – Specifies Subsetting (see [7.3.4.4](#)).
- **redefines** or **:>>** – Specifies Redefinition (see [7.3.4.5](#)).

In general, clauses for the different kinds of Specialization can appear in any order in a Feature declaration.

```
feature x typed by A, B subsets f redefines g;

// Equivalent declaration:
feature x redefines g typed by A subsets f typed by B;
```

If no subsetting (or redefinition) is explicitly specified for a feature, and the feature is not conjugated, then the feature is given a default subsetting of the most general base feature `things` from the `Base` library model (see [9.2.2](#)). This is true even if a feature typing is given for the feature.

```
abstract feature person : Person; // Default subsets Base::things.
feature child subsets person;
```

The declaration of a feature may also specify that the feature is a conjugated type (see [7.3.2.4](#)), in which case the original type must also be a feature. In this case, the feature must not have any owned specializations.

```
classifier Tanks {
  feature fuelInPort {
    in feature fuelFlow : Fuel;
  }
  feature fuelOutPort ~ fuelInPort;
}
```

As for any type, the multiplicity of a feature can be given in square brackets [...] after any identification of the feature (see also [7.3.2.2](#)). However, the multiplicity for a feature can also be placed *after* one of the specialization clauses in the feature declaration, but, in all cases, only one multiplicity may be specified. In particular, this allows a notation style for multiplicity consistent with that used in previous modeling languages (such as [UML]). It is also useful when redefining a Feature without giving an explicit name (see [7.3.4.5](#)).

```
feature parent[2] : Person;
feature mother : Person[1] :> parent;
feature redefines children[0];
```

In addition to, or instead of, an explicit multiplicity, a feature declaration can include either or both of the following keywords (in either order). The properties flagged by these keywords are only meaningful if the feature has a multiplicity upper bound greater than one.

- **nonunique** – If a feature is *non-unique*, then, for any domain instance, the same co-domain instance may appear more than once as a value of the feature. The default is that the feature is *unique*.
- **ordered** – If a feature is *ordered*, then for any domain instance, the values of the feature can be placed in order, indexed from 1 to the number of values. The default is that the feature is *unordered*.

```
feature sensorReadings : ScalarValues::Real [*] nonunique ordered;
```



There are four other kinds of relationships that can be declared as owned relationships of a feature, each indicated by a specific keyword:

- **disjoint from** – Specifies disjoining (see [7.3.2.5](#)).
- **chains** – Specifies feature chaining (see [7.3.4.6](#)).
- **inverse of** – Specifies feature inverting (see [7.3.4.7](#)).
- **featured by** – Specifies type featuring (see [7.3.4.7](#)).

The clauses for these relationships must appear after any specialization or conjugation part, but can otherwise appear in any order.

```
feature cousins : Person[*] chains parents.siblings.children featured by Person;  
feature children : Person[*] featured by Person inverse of parents;
```

There are a number of additional properties of a feature that can be flagged by adding specific keywords to its declaration. If present, these are always specified in the following order, before the keyword **feature**:

1. **in**, **out**, **inout** – Specifies the *direction* of a feature, which determines what is allowed to change its values on instances of its domain:
  - **in** – Things "outside" the instance. These features identify things input to an instance.
  - **out** – The instance itself or things "inside" it. These features identify things output by an instance.
  - **inout** – Both things "outside" and "inside" the instance. These features identify things that are both input to and output by an instance.
2. **abstract** – Specifies that the feature is *abstract* (see [7.3.2.2](#) on abstract types in general).
3. **composite** or **portion** – Specifies that the feature is either a *composite* or *portion* feature (specifying both is not allowed).
  - Values of a composite feature, on each instance of the feature's domain, cannot exist after the featuring instance ceases to exist. This only applies to values at the time the instance goes out of existence, not to other things in the co-domain that might have been values before that.
  - Portion features are composite features where the values cannot exist without the whole, because they are the “same thing” as the whole. (For example, the portion of a person's life when they are a child cannot be added or removed from that person's life.)
4. **readonly** – Specifies that the feature is *read only*. Values of read only features on each instance of their domain are the same during the entire existence of that instance.
5. **derived** – Specifies that the feature is *derived*. Such a feature is typically expected to have a bound feature value expression that completely determines its value at all times (see [7.4.11](#) on feature values, which is a kernel concept).
6. **end** – Specifies that the feature is an *end feature*. Any kind of type can have end features, but they are mostly used in associations (see [7.4.5](#)) and connectors (see [7.4.6](#)), and they are further described in those contexts.

(Note that the semantics of **composite**, **portion**, and **readonly** require a model of things existing in time, which is provided in the Kernel layer, see [7.4.3](#)).

```
classifier Fuel {  
    portion feature fuelPortion : Fuel;  
}  
  
classifier Tank {  
    in feature fuelFlow: Fuel;  
    composite feature fuel : Fuel;  
}  
  
assoc VehicleRegistration {
```



```

    end feature owner[1] : Person;
    end feature vehicle[*] : Vehicle;
}

```

### 7.3.4.3 Feature Typing

A feature typing relationship is declared using the keyword **specialization**, optionally followed by a short name and/or a name. The qualified name of the typed feature is then given after the keyword **typing**, followed by the qualified name of the type, or a feature chain (see [7.3.4.6](#)), after the keyword **typed by**. The symbol **:** can be used interchangeably with the keyword **typed by**. A feature typing declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```

specialization t1 typing customer typed by Person;
specialization t2 typing employer : Organization {
    doc /* An employer is an Organization. */
}

```

If no short name or name is given, then the keyword **specialization** may be omitted.

```

typing customer typed by Person;
typing employer : Organization;

```

An *owned feature typing* is a feature typing that is an owned relationship of its type feature. An owned feature typing is defined as part of the declaration of the typed feature, rather than in a separate declaration, by including the qualified name or feature chain for the type in a list after the keyword **typed by** (or the symbol **:**).

```

feature foodItem typed by Food, InventoryItem;

```

### 7.3.4.4 Subsetting

Subsetting is a kind of specialization between two features. This means that the values of the subsetting feature are also values of the subsetted feature on each instance (separately) of the domain of the subsetting feature.

A subsetting relationship is declared using the keyword **specialization**, optionally followed by a short name and/or a name. The qualified name of the subsetting feature, or a feature chain (see [7.3.4.6](#)), is then given after the keyword **subset**, followed by the qualified name of the subsetted feature, or a feature chain, after the keyword **subsets**. The symbol **:>** can be used interchangeably with the keyword **subsets**. A subsetting declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```

specialization Sub subset parent subsets person;
specialization subset mother subsets parent {
    doc /* All mothers are parents. */
}

```

If no short name or name is given, then the keyword **specialization** may be omitted.

```

subset rearWheels subsets wheels;
subset rearWheels subsets driveWheels;

```

An *owned subsetting* is a subsetting that is an owned relationship of the subsetting feature. An owned subsetting is defined as part of the declaration of the subsetting feature, rather than in a separate declaration, by including the qualified name or feature chain of the subsetted feature in a list after the keyword **subsets** (or the symbol **:>**).

```

feature rearWheels subsets wheels, driveWheels;

```

A subsetting feature can restrict aspects of the subsetted feature, otherwise it will, by default, have the same properties as the subsetted feature. In particular, a subsetting feature can constrain its featured types to be specializations of those of the subsetted feature and add additional feature types. A subsetting feature can also restrict the multiplicity of its subsetted feature to allow cardinalities that are smaller than those of the subsetted feature (e.g., by specifying smaller lower and/or upper bounds).

```

classifier Wheel;
classifier DriveWheel specializes Wheel;
feature anyWheels[*] : Wheel;

classifier Automobile {
    // Restricts multiplicity
    composite feature wheels[4] subsets anyWheels;
    // Restricts multiplicity and type.
    composite feature driveWheels[2] : DriveWheel subsets wheels;
}

```

If a subsetted feature is ordered, then the subsetting feature must also be ordered. If the subsetted feature is unordered, then the subsetting feature will be unordered by default, unless explicitly flagged as **ordered**.

```

classifier Automobile {
    composite feature wheels[4] ordered subsets anyWheels;
    // driveWheels must be ordered because wheels is ordered.
    composite feature driveWheels[2] ordered : DriveWheel subsets wheels;
}

```

If a subsetted feature is unique, then the subsetting feature must not be specified as non-unique. If the subsetted feature is non-unique, then the subsetting feature will still be unique by default, unless specifically flagged as **nonunique**.

```

feature urls[*] nonunique : URL;
classifier Server {
    feature accessibleURLs subsets urls; // Unique by default.
    feature visibleURLs subsets accessibleURLs; // Cannot be nonunique.
}

```

### 7.3.4.5 Redefinition

Redefinition is a kind of subsetting that requires the values of the redefining feature and the redefined feature to be the same on each instance (separately) of the domain of the redefining feature. This means any restrictions on the values of the redefining feature relative to the redefined feature, such as typing or multiplicity, also apply to the values of the redefined feature, and vice versa.

A redefinition relationship is declared using the keyword **specialization**, optionally followed by a short name and/or a name. The qualified name of the redefining feature, or a feature chain (see [7.3.4.6](#)), is then given after the keyword **redefinition**, followed by the qualified name of the redefined feature, or a feature chain, after the keyword **redefines**. The symbol **:>>** can be used interchangeably with the keyword **redefines**. A redefinition declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```

specialization Redef redefinition LegalRecord::guardian redefines parent;
specialization redefinition Vehicle::vin redefines RegisteredAsset::identifier {
    doc /* A "vin" is a Vehicle Identification Number. */
}

```

If no short name or name is given, then the keyword **specialization** may be omitted.

```

redefinition Vehicle::vin redefines RegisteredAsset::identifier;
redefinition Vehicle::vin redefines legalIdentification;

```

A feature can only be redefined once for any featuring type. A feature without any feature types is considered to be implicitly featured by the most general base type `Anything` (see [7.3.4.1](#)). It is therefore allowable to redefine such a feature by a redefining feature that does have some other featuring type. It is, however, illegal for one such feature to redefine another, because that would correspond to a semantically inconsistent redefinition of one feature of `Anything` by another.

The restrictions on the specification of the multiplicity, ordering and uniqueness of a subsetting feature (see [7.3.4.4](#)) also apply to a redefining feature. In addition, the multiplicity of a redefining feature must only allow cardinalities that are consistent with the multiplicity of the redefined feature (e.g., it cannot have a multiplicity lower bound that is less than that of the redefined feature).

An *owned redefinition* is a redefinition that is an owned relationship of its redefining feature. An owned redefinition of a feature is defined as part of the declaration of the feature, rather than in a separate declaration, by including the qualified name or feature chain of the redefined feature in a list after the keyword **redefines** (or the symbol `:>>`).

```

feature vin redefines RegisteredAsset::identifier, legalIdentification;

```

If a redefining feature is declared as an owned feature of a type (see [7.3.2.6](#)), then each of the redefined features of its owned redefinitions must be features that would otherwise be inherited from supertypes of its owning type. When redefined, however, these otherwise inheritable features are *not* inherited and are, instead, replaced by the redefining feature. This enables the redefining feature to have the same name as a redefined feature, if desired. (Note, however, that even though a redefined feature is not in the namespace of the owning type of the redefining feature, the redefined feature still has values on instances of that type, particularly when they are considered as instances of the supertype that owns the redefined feature. The values will be the same as for the redefining feature, as described above.)

In general, the resolution of a qualified name begins with the namespace in which the name appears and proceeds outwards from there to containing namespaces (see [8.2.3.5](#)). However, the resolution of the qualified names of redefined features of owned redefinitions follow special rules. In particular, the local namespace of the owning type of the redefining feature is *not* included in the name resolution of the redefined features, with resolution beginning instead with the direct supertypes of the owning type. Since redefined features are not inherited, they would not be included in the local namespace of the owning type and, therefore, could not be referenced by an unqualified name. The special rules for redefined features, however, allow such a reference, because the name resolution begins with the namespaces of the supertypes of the owning type, one of which must contain the redefined feature.

```

classifier RegisteredAsset {
    feature identifier : Identifier;
}
classifier Vehicle : RegisteredAsset { // Owing type.
    // Legal even though "identifier" is not inherited.
    feature vin redefines identifier;
}

```

If neither a name nor a short name is given in the declaration of a feature with an owned redefinition, then the feature is implicitly given the same name and short name as the first redefined feature (which may itself have implicit names, if the redefined feature is itself a redefining feature). These implicit names are used in name resolution, just as explicitly declared names would be. This is useful when declaring a feature that redefines another feature in order to constrain it, while maintaining the same naming.

```

classifier WheeledVehicle {
    // The declared name is "wheels".
    composite feature wheels[1..*] : Wheel;
}

```

```

}
classifier MotorizedVehicle specializes WheeledVehicle {
  // The effective name is "wheels", the same name as
  // WheeledVehicle::wheels, which is being redefined.
  composite feature redefines wheels[2..4];
}
classifier Automobile specializes MotorizedVehicle {
  // The effective name is "wheels", the same (effective) name
  // as "MotorizedVehicle::wheels", which is being redefined.
  composite feature redefines wheels[4] : AutomobileWheel;
}

```

### 7.3.4.6 Feature Chaining

*Feature chaining* is an owned relationship between the owning *chained feature* and a *chaining feature*. If a feature has any chaining features, then it must have at least two. The list of chaining features of a chained feature is called its *feature chain*.

The meaning of a chained feature depends on its feature chain. The values of a chained feature are the same as the values of the last feature in the chain. These can be found by starting with the values of the first feature (for each instance of the chained feature's domain), then on each of those, finding the values of the second feature in the chain, and so on, to values of the last feature. If a chained feature is ordered, any ordering of values earlier in the chain are imposed on values found later in the chain. If a chained feature is non-unique, duplicate values found in the last feature of the chain (which might be due to multiple values of the earlier features) are preserved in the chained feature, otherwise the last feature can have no duplicates.

A feature chain is notated as a sequence of two or more qualified names separated by dot (.) symbols. Each qualified name in a feature chain must resolve to a feature. The first qualified name in a feature chain is resolved in the local namespace as usual (see [8.2.3.5](#)). Subsequent qualified names are then resolved using the previously resolved feature as the context namespace (but considering only visible memberships). This notation specifies a list of chaining features, as given by the resolution of the qualified names in the chain, in order.

The feature chain notation can be placed after the keyword **chains** in the declaration of the Feature, appearing after any specialization or conjugation part, but before any disjoining or type featuring part (see also [7.3.4.2](#)).

```

feature cousins chains parents.siblings.children;

```

The featuring types of the chaining feature are implicitly considered to include the featuring types of the first chaining feature. Similarly, the featured types of the chaining feature are implicitly considered to include the featured types of the last chaining feature.

The feature chain notation may also be used to specify a related element in the declaration of any of the following relationships:

1. Specialization (see [7.3.2.3](#))
2. Unioning, intersecting and differencing (see [7.3.2.7](#))
3. Disjoining (see [7.3.2.5](#))
4. Subsetting (see [7.3.4.4](#))
5. Redefinition (see [7.3.4.5](#))
6. Feature inverting (see [7.3.4.7](#))
7. Connector (see [7.4.6](#), in the Kernel layer)

In this case, the related element specified using the feature chain notation becomes an owned related feature of the relationship with the feature chain as notated.

```

feature uncles subsets parents.siblings;
feature cousins redefines parents.siblings.children;
connector vehicle.wheelAssembly.wheels to vehicle.road;

```

**Note.** A similar dot notation is also used for the related Kernel-layer concept of a feature chain expression (see [7.4.9.3](#)). However, it is always syntactically unambiguous as to whether the notation should be parsed as a plain feature chain or as a feature chain expression.

### 7.3.4.7 Feature Inverting

*Feature inverting* is a relationship between two features whose interpretations as relations are the inverse of each other. For example, a feature identifying each person's parents is the inverse of a feature identifying each person's children. A person identified as a parent of another will identify that other as one of their children.

A feature inverting relationship is declared using the keyword **inverting**, optionally followed by a short name and/or a name. The qualified name of the first feature, or a feature chain (see [7.3.4.6](#)), is then given after the keyword **inverse**, followed by the qualified name of the second feature, or a feature chain, after the keyword **of**. A feature inverting declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```

inverting parent_child inverse Person::parent of Person::child {
    doc /* A Person is the parent of their children. */
}

```

If no short name or name is given, then the keyword **inverting** may be omitted.

```

inverse Person::parents of Person::children;

```

An *owned feature inverting* is a feature inverting that is an owned relationship of its first feature. An owned feature inverting is defined as part of the declaration of the inverted feature, rather than in a separate declaration, by giving the qualified name or feature chain of the other feature after the keyword **inverse of**.

```

classifier Person {
    feature children : Person[*];
    feature parents : Person[*] inverse of children;
}

```

Note that only a single feature identification is allowed after **inverse of**. While it is possible to declare multiple feature inverting relationships for a single feature, this is generally not useful.

Inverse features can be arbitrarily nested. However, while it is allowable to use feature chains in the declaration of a feature inverting relationship, note that a feature chain is a separate feature from any of the features it chains. In order to indicate that two declared features are inverses, one should use qualified names rather than feature chains.

```

classifier A {
    feature b1: B {
        feature c1: C;
    }
}
classifier C {
    feature b2: B {
        feature a2: A inverse of A::b1::c1;
    }
}

```

### 7.3.4.8 Type Featuring

*Type featuring* is a relationship between a feature and a type, identifying the type as a featuring type of the feature (see also [7.3.4.1](#)). Feature membership is a kind of type featuring that also makes the feature an owned member of the featuring type (see [7.3.2.6](#)).

A type featuring relationship is declared using the keyword **featuring**, optionally followed by a short name and/or a name, and the keyword **of**. The qualified name of the featured feature is then given, followed by the qualified name of the featuring type after the keyword **featured by**. A type featuring declaration can also optionally have a relationship body (see [7.2.2.3](#)) for, e.g., nested annotations.

```
featuring engine_by_Vehicle of engine featured by Vehicle;  
featuring power featured by engine {  
    doc /* The engine of a Vehicle has power. */  
}
```

An *owned type featuring* is a type featuring that is an owned relationship of the featured feature. An owned type featuring is defined as part of the declaration of the feature, rather than in a separate declaration, by including the qualified name of the featuring type in a list after the keyword **featured by**.

```
classifier Vehicle;  
classifier PoweredComponent;  
feature engine : Engine featured by Vehicle, PoweredComponent;
```

Note that the domain of a feature is given by the *intersection* of its featuring types. That is, in the above example, an instance in the domain of `engine` must be *both* a `Vehicle` *and* a `PoweredComponent`.

## 7.4 Kernel

### 7.4.1 Kernel Overview

The Kernel layer completes KerML. It extends the Core layer to add modeling capabilities beyond basic classification. These include specialized classifiers for things that have the semantics of data values (*data types*) from others that have an independent existence over time and space (*classes*), and for reified relationships between things (*associations*).

Classes have instances that exist or happen in time and space. They are divided into those for *structure* and *behavior*. Structures typically limit how things and relations between them might change over time, while behaviors specify changes within those limits. Structures and behaviors do not overlap, but structures can be involved in, perform, and own behaviors. Behaviors can coordinate other behaviors via *steps* (usages of behaviors). *Functions* are behaviors that yield a single result, which can be used to form trees of *expressions*. Interactions combine behaviors and associations. Some associations are also structures.

The Kernel layer adds semantics beyond the Core primarily by specifying how model elements use the Kernel model library (see [Clause 9](#)), rather than be specified mathematically as in the Core. In the simplest case, The Kernel textual syntax introduces keywords that translate to patterns of using Core abstract syntax and library models, acting as syntactic "markers" for modeling patterns tying Kernel to the Core. In the simplest case, this involves introducing implicit specializations of model library types. For example, classes must directly or indirectly subclassify the library class `Object`, while behaviors must directly or indirectly sub classify the library class `Performance`. Sometimes more complicated reuse patterns are needed. For example, binary associations (with exactly two ends) specialize `BinaryLink` from the library, and additionally require the ends of the association to redefine the `source` and `target` ends of `BinaryLink`.

This is also how other modeling languages can be built on KerML. Domain-specific metamodels and libraries can also reuse Kernel metamodel and libraries, inheriting the patterns of library reuse above, as well as the mathematical semantics they inherit from Core. This enables domain-specific modelers to use terms and syntax familiar to them and still benefit from automated assistance based on mathematically-defined semantics.

## 7.4.2 Data Types

*Metamodel references:*

- *Concrete syntax*, [8.2.5.1](#)
- *Abstract syntax*, [8.3.4.1](#)
- *Semantics*, [8.4.4.2](#)

*Data types* are classifiers that classify *data values* (see [9.2.2.2.2](#)). Certain *primitive* data types have specified extents of values, such as the numerical and other types from the `ScalarValues` library model (see [9.3.2](#)). Other data types have features whose values can distinguish one instance of the data type from another. But, otherwise, different data values are not distinguishable.

This means that data types cannot also be classes or associations, or share instances with them. It also means that data types classify things that do not exist in time or space, because they require changing relations to other things. The feature values of a data value cannot change over time, because different feature values would inherently identify a different data value.

A data type is declared as a classifier (see [7.3.3](#)), using the keyword **datatype**. If no owned superclassing is explicitly given for the data type, then it is implicitly given a default superclassing to the data type `DataValue` from the `Base` library model (see [9.2.2](#)).

If any of the types of a feature are data types, then all of them must be. If a feature has data types as its types, and no owned subsetting or owned redefinition is explicitly given in the feature declaration, then the feature is implicitly given a default subsetting to the Feature `dataValues` from the `Base` model library (see [9.2.2](#)).

```
datatype IdNumber specializes ScalarValues::Integer;
datatype Reading { // Subtypes Base::DataValue by default
    feature sensorId : IdNumber; // Subsets Base::dataValues by default.
    feature value : ScalarValues::Real;
}
```

## 7.4.3 Classes

*Metamodel references:*

- *Concrete syntax*, [8.2.5.2](#)
- *Abstract syntax*, [8.3.4.2](#)
- *Semantics*, [8.4.4.3](#)

*Classes* are classifiers that classify *occurrences*, which exist in time and space (see [9.2.4](#)). Relations between an occurrence and other things can change over time and space, while the occurrence still maintains an independent identity.

A class is declared as a classifier (see [7.3.3](#)), using the keyword **class**. If no owned superclassing is explicitly given for the class, then it is implicitly given a default superclassing to the class `Occurrence` from the `Occurrences` model library (see [9.2.4](#)).

If any of the types of a feature are classes, then all of them must be. If a feature has class types, and no owned subsetting or owned redefinition is explicitly given in the feature declaration, then the feature is implicitly given a default subsetting to the feature `occurrences` from the `Occurrences` library model (see [9.2.4](#)), unless at least one of the types is an association structure, in which case the default subclassing is as described in [7.4.5](#).

```
class Situation { // Specializes Occurrences::Occurrence by default.
    feature condition : ConditionCode;
    feature soundAlarm : ScalarValues::Boolean;
}
class SituationStatusMonitor specializes StatusMonitor {
    feature currentSituation[*] : Situation; // Subsets Occurrences::occurrences by default.
}
```

## 7.4.4 Structures

*Metamodel references:*

- *Concrete syntax*, [8.2.5.3](#)
- *Abstract syntax*, [8.3.4.3](#)
- *Semantics*, [8.4.4.4](#)

*Structures* are classes that classify *objects*, which are kinds of occurrences. Structures typically limit how their instances and relations between them can change over time, as opposed to Behaviors, which indicate how objects and their relations change. Structures and behaviors do not overlap, but structures can own behaviors, and the objects they classify can be involved in and perform behaviors.

A structure is declared as a classifier (see [7.3.3](#)), using the keyword **struct**. If no owned superclassing is explicitly given for the structure, then it is implicitly given a default superclassing to the structure `Object` from the `Objects` library model (see [9.2.5](#)).

If any of the types of a feature are structures, then all of them must be. If a feature has structure types, and no owned subsetting or owned redefinition is explicitly given in the feature declaration, then the feature is implicitly given a default subsetting to the feature `objects` from the `Objects` library model (see [9.2.5](#)), unless at least one of the types is an association structure, in which case the default subsetting shall be as specified in [7.4.5](#).

```
struct Sensor { // Specializes Objects::Object by default.
    feature id : IdNumber;
    feature currentReading : ScalarValues::Real;
    step updateReading { ... } // Performed behavior
}
struct SensorAssembly specializes Assembly {
    composite feature sensors[*] : Sensor; // Subsets Objects::objects by default.
}
```

## 7.4.5 Associations

*Metamodel references:*

- *Concrete syntax*, [8.2.5.4](#)
- *Abstract syntax*, [8.3.4.4](#)
- *Semantics*, [8.4.4.5](#)

*Associations* are classifiers that classify *links* between things (see [9.2.3.1](#)). At least two owned features of an association must be end features (see [7.3.4.2](#)), its *association ends*, which identify the things being linked by (at the "ends" of) each link (exactly one thing per end, which might be the same thing). Associations with exactly two



association ends are called *binary associations*. Associations can also have features that are not end features, which characterize each instance of the association separately from the things it links.

An association is declared as a classifier (see [7.3.3](#)), using the keyword **assoc**. If no owned superclassing is explicitly given for the association, then it is implicitly given a default superclassing to either the association `BinaryLink` (if it is a binary association) or the association `Link` (otherwise), both of which are from the `Links` library model (see [9.2.3](#)).

An association is also a relationship between the types of its association ends, which might be the same type, and are identified by its *related types*. Links are between instances of an association's related types. For binary associations, the two related types are identified as the *source type* and the *target type*, which might be the same. Associations with more than two association ends ("n-ary") have only target types, no source types.

The semantics of multiplicity is different for end features from that for non-end features (as described in [7.3.4.2](#)). The end features of an association determine the *participants* in the links that are instances of the association and, as such, effectively have multiplicity of "1" relative to the association. But, if an association end has a multiplicity specified other than 1..1, then this is interpreted as follows: For each association end, the multiplicity, ordering and uniqueness constraints specified for that end apply to each set of instance of the association that have the same (single) values for each of the other ends. For a binary association, this corresponds to the multiplicity resulting from "navigating" across the association given a value at one end of the association to the other end of the association. (See also [8.4.4.5](#) on association semantics.)

If an association has a single superclassifier that is an association, it may inherit association ends from this superclassifier association. However, if it declares any owned association ends, then each of these must redefine an association end of the superclassifier association, in order, up to the number of association ends of the superclassifier. If no redefinition is given explicitly for an owned association end, then it is considered to implicitly redefine the association end at the same position, in order, of the superclassifier Association (including implicit defaults), if any.

```
assoc Ownership { // Specializes Links::BinaryLink by default.
  feature valuationOnPurchase : MonetaryValue;
  end feature owner[1..*] : LegalEntity; // Redefines BinaryLink::source.
  end feature ownedAsset[*] : Asset;      // Redefines BinaryLink::target.
}
assoc SoleOwnership specializes Ownership {
  end feature owner[1]; // Redefines Ownership::owner.
  // ownedAsset is inherited.
}
```

If an association has more than one superclassifier that is an association, then the association *must* declare a number of owned association ends at least equal to the maximum number of association ends of any of its superclassifier associations. Each of these owned association ends must then redefine the corresponding association end (if any) at the same position, in order, of each of the superclassifier associations.

*Association structures* are both associations and structures (see [7.4.4](#) on structures), classifying *link objects*, which are both links and objects (see [9.2.5.1](#) on objects). As objects, link objects can be created and destroyed, and their non-end features can change over time. However, the values of the end features of a link object are fixed and cannot change over its lifetime (that is, they are effectively *read only*, see also [7.3.4.2](#)).

An association structure is declared like a regular association, but using the keyword **assoc struct**. An association structure must directly or indirectly specialize the base associations structure `LinkObject`. If this is not the case due to the explicit owned superclassifications in its declaration, then it is implicitly given a default superclassing to either the association structure `BinaryLinkObject` (if it is a binary association structure) or the association structure `LinkObject` (otherwise), both of which are from the `Objects` library model (see [9.2.5](#)). The same rules on association ends described above for associations also apply to association structures. An association

structure may specialize an association that is not an association structure, but all subclassifications of an association structure must be association structures.

```
// Also implicitly specializations Objects::BinaryLinkObject.
assoc struct ExtendedOwnership specializes Ownership {
    // End features are inherited from Ownership.
    // The values of the feature "revaluations" may change over time.
    feature revaluations[*] ordered : MonetaryValue;
}
```

If a feature has one or more associations as types, then these associations must all have the same number of association ends. If the feature defines owned end features in its body, then it can have no more than the number of association ends of its association types. The owned end features of such a feature follow the same rules for redefinition of the association ends of its association types as described above for the redefinition of the association ends of superclassifier associations by a subclassifier association.

If a feature declaration has no explicit owned subsettings or owned redefinitions, and any of its types are binary associations, then the feature is implicitly given a default subsetting to the feature `binaryLinks` from the `Links` library model (see [9.2.3](#)) or to the feature `binaryLinkObjects` from the `Objects` library model (see [9.2.5](#)), if any of the associations are association structures. If some of the types are associations, but not binary associations, then it is given a default subsetting to the feature `links` from the `Links` library model (see [9.2.3](#)) or to the feature `linkObjects` from the `Objects` library model (see [9.2.5](#)), if any of the associations are association structures.

## 7.4.6 Connectors

### 7.4.6.1 Connectors Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.5.5](#)
- *Abstract syntax*, [8.3.4.5](#)
- *Semantics*, [8.4.4.6](#)

*Connectors* are features that are typed by associations (see [7.4.5](#)), having values that are links (see [9.2.3.1](#)). Like an association, a connector has end features, known as its *connector ends*. Each connector end redefines an association end from each of the associations that type the connector and subsets a feature that becomes a *related feature* of the connector. Connectors typed by binary associations are called *binary connectors*.

A connector is also a relationship between its related features. For binary connectors, the two related features are identified as the *source feature* and the *target feature*, which might be the same. Connectors with more than two connector ends ("n-ary") have only target features, no source features.

Connectors can be thought of as "instance-specific" associations, because their values (which are links) are each limited to linking things identified via related features on the same instance of the connector's domain (or by things identified by that instance, recursively, see below). For example, an association could be used to model an engine driving wheels, and to type a connector in the car model. This connector specifies an engine driving wheels only in the same car, not in another car, as would be allowed with just the association.

Specifically, the values (links) of a connector are restricted to those that link things

1. classified by the types of its association ends, regardless of the domain of the connector
2. identified by its related features for the same instance of the domain of the connector (or by things identified by that instance, recursively).

For example, if the wheels in a car are taken to be part of its drive train, rather than part of the car directly, then the engine in each car will drive wheels identified by that car's drive train, rather than a feature of the car directly. This requires that each related feature of a connector have some featuring type of the connector as a direct or indirect featuring type (where a feature with no featuring type is treated as if the classifier `Anything` was its featuring type). In particular, this condition is satisfied if a connector has an owned type that either also directly owns the related features of the connector or from which the related features can be reached by chaining (see [7.3.4.6](#)). Otherwise, explicit owned type featuring (see [7.3.4.8](#)) should be used to ensure that the connector has a sufficiently general domain.

*Binding connectors* are binary connectors that require their source and target features to have the same values on each instance of their domain. They are typed by the library association `SelfLink` (which only links things in the modeled universe to themselves, see [9.2.3.1](#)) and have end multiplicities of exactly 1. This requires a `SelfLink` to exist between each value of the source feature and exactly one value of the target feature, and vice-versa.

To be meaningful, the declared co-domains of the related features of a binding connector must at least overlap. Since the interpretations of data types are disjoint from those of classes, this means that a feature typed by data types can only be bound to another feature typed by data types. In the determination of the equivalence of such features, indistinguishable data values are considered equivalent. The binding of features typed by classes to another feature typed by classes, on the other hand indicates that the same occurrences play the roles represented by each of the related features.

*Successions* are binary connectors requiring their source and target features to identify *Occurrences* that are ordered in time. They are typed by the library association `HappensBefore` (see [9.2.4.1](#)), which links occurrences that happen completely separately in time, with the connector's source feature being the earlier occurrence and the target feature being the later occurrence.

#### 7.4.6.2 Connector Declaration

A connector is declared as a feature (see [7.3.4.2](#)) using the keyword `connector`. If no owned subsetting or owned redefinition is explicitly given for a connector, and none of its types are association structures, then the connector is implicitly given a default subsetting to the feature `binaryLinks` from the `Links` library model (see [9.2.3](#)), if it is a binary connector, or to the feature `links` from the `Links` library model, otherwise. If at least one of the types of a connector is an association structure, then the default subsetting is instead to the feature `binaryLinkObjects` from the `Objects` library model (see [9.2.5](#)), if it is a binary connector, or to the feature `linkObjects` from the `Objects` library model, otherwise.

In addition, a connector declaration includes *connector end* features that redefine the ends of the associations that type the connector and reference the features related by the connector (see also the description of association ends in [7.4.5](#)). All associations typing a connector must have the same number of association ends, which are the same as the number of related features of the connector. The connector ends are declared in the same order as the corresponding association ends. The related feature referenced by a connector end is specified using the keyword `references` or the equivalent symbol `::>`.

```
// Specializes Objects::BinaryLinkObject by default.
assoc struct Mounting {
  end feature mountingAxle[1] : Axle;
  end feature mountedWheel[2] : Wheel;
}
struct WheelAssembly {
  composite feature axle[1] : Axle;
  composite feature wheels[2] : Wheel;

  // Subsets Objects::binaryLinkObjects by default.
  connector mount[2] : Mounting {
    end feature mountingAxle references axle;
```

```

        end feature mountedWheel references wheels;
    }
}

```

The **references** notation indicates that connector end features have *reference subsetting* relationships to the features related by the connector. Reference subsetting has the same semantics as regular subsetting (see [7.3.4.4](#)) but is used to syntactically differentiate one of the owned subsettings of a feature. While reference subsetting is used primarily for connector ends in KerML, it can actually be specified as an owned subsetting in the declaration of any kind of feature, using the **references** or **::>** symbol. A feature is allowed to have at most one owned subsetting that is a reference subsetting.

```

struct WheelAssembly {
    composite feature axle[1] : Axle {
        feature mountedWheels[2] : Wheel;
    }
    composite feature wheels[2] : Wheel;
    connector mount[2] : Mounting {
        end mountingAxle references axle;
        end mountedWheel references wheels subsets mountingAxle.mountedWheels;
    }
}

```

Instead of explicitly declaring connector ends in the body of the connector, they can be listed between parentheses, after the regular feature declaration part and before the body of the connector (if any). In this case, the end declarations are limited to be of the form **e references f** or **e ::> f**, where **e** is the name of an association end and **f** is the qualified name of a related feature.

```

struct WheelAssembly {
    composite feature axle[1] : Axle;
    composite feature wheels[2] : Wheel;
    connector mount[2] : Mounting (
        mountingAxle ::> axle,
        mountedWheel ::> wheels
    );
}

```

The association end names can also be omitted, in which case the connector ends are matched in order to corresponding association ends.

```

struct WheelAssembly {
    composite feature axle[1] : Axle;
    composite feature wheels[2] : Wheel;

    connector mount[2] : Mounting (axle, wheels);
}

```

By default, the connector ends of a connector are declared in the same order as the association ends of the types of the connector. However, if the connector has a single type, then the related features can be given in any order, with each related feature paired with an association end of the type using a notation of the form **e references f** or **e ::> f**, where **e** is the name of an association end and **f** is the qualified name of a related feature. In this case, the name of each association end must appear exactly once in the list of connector end declarations.

A special notation can be used for a binary connector, in which the source related feature is referenced after the keyword **from**, and the target related feature is referenced after the keyword **to**.

```

struct WheelAssembly {
    composite feature axle[1] : Axle;

```

```

    composite feature wheels[2] : Wheel;

    connector mount : Mounting from axle to wheels;
}

```

If a binary connector declaration includes only the related features part, then the keyword **from** can be omitted.

```

struct WheelAssembly {
    composite feature axle[1] : Axle;
    composite feature wheels[2] : Wheel;

    // Subsets Links::binaryLinks by default.
    connector axle to wheels;
}

```

If a binary connector has a single type, then the names of the association ends of the type can also be used in the declaration of the connector ends in the special notation for binary connectors. However, since the connector ends are always declared in order from source to target in this notation, the association end names given must match those from the type in the order they are declared for that type.

```

struct WheelAssembly {
    composite feature axle[1] : Axle;
    composite feature wheels[2] : Wheel;
    connector mount[2] : Mounting
        from mountingAxle ::> axle
        to mountedWheel ::> wheels;
}

```

In any of the above notations, a multiplicity can be specified for a connector end, after the qualified name of the related feature for that end. In this case, the given multiplicity redefines the multiplicity that would otherwise be inherited from the association end corresponding to the connector end.

```

struct WheelAssembly {
    composite feature halfAxles[2] : Axle;
    composite feature wheels[2] : Wheel;

    // Connects each one of the halfAxles to a different one of the wheels.
    connector mount : Mounting from halfAxles[1] to wheels[1];
}

```

Note that, if a connector is an owned feature of a type (as above), the context consistency condition for the related features of the connector (see [7.4.6.1](#)) requires that these features also be directly or indirectly nested within the owning type. The feature chain dot notation (see [7.3.4.6](#)) should be used when connecting so-called "deeply nested" features.

While the resolution of a feature chain is similar to a qualified name, the feature path contextualizes the resolution of the final feature. Thus, for example, while the qualified name *axle::halfAxles* statically resolves to *Axle::halfAxles*, in the Feature chain *axle.halfAxles*, *halfAxles* is understood to be specifically the feature as nested in *axle*.

```

struct Axle {
    composite feature halfAxles[2] : HalfAxle;
}
struct Wheel {
    composite feature hub : Hub[1];
    composite feature tire : Tire[1];
}

```

```

struct WheelAssembly {
    composite feature axle[1] : Axle;
    composite feature wheels[2] : Wheel;

    connector mount : Mounting from axle.halfAxles to wheels.hub;
}

```

### 7.4.6.3 Binding Connector Declaration

A binding connector is declared as a feature (see [7.3.4.2](#)) using the keyword **binding**. In addition, a binding connector declaration gives, after the keyword **of**, the qualified names of the two related features that are bound by the binding connector, separated by the symbol **=**, after the regular feature declaration part and before the body of the binding connector (if any). If no owned subsetting or owned redefinition is explicitly given, then the binding connector is implicitly given a default subsetting to the feature `selfLinks` from the `Links` library model (see [9.2.3](#)). Note that, due to this default subsetting, if no `type` is explicitly given for a binding connector, then it will implicitly have the `type SelfLink` (the type of `selfLinks`).

```

struct Vehicle {
    composite feature fuelTank {
        out feature fuelFlowOut : Fuel;
    }

    composite feature engine {
        in feature fuelFlowIn : Fuel;
    }

    // Subsets Links::selfLinks by default.
    binding fuelFlowBinding of fuelTank.fuelFlowOut = engine.fuelFlowIn;
}

```

If a binding connector declaration includes only the related features part, then the keyword **of** can be omitted.

```

struct Vehicle {
    composite feature fuelTank {
        out feature fuelFlowOut : Fuel;
    }

    composite feature engine {
        in feature fuelFlowIn : Fuel;
    }

    binding fuelTank.fuelFlowOut = engine.fuelFlowIn;
}

```

The connector ends of a binding connector always have multiplicity 1..1.

(See also [7.4.11](#) on the use of binding connectors with feature values.)

### 7.4.6.4 Succession Declaration

A succession is declared as a feature (see [7.3.4.2](#)) using the keyword **succession**. In addition, the succession declaration gives the qualified name of the source feature after the keyword **first** and the qualified name of the target feature after the keyword **then**. If no owned subsetting or owned redefinition is explicitly given, then the succession is implicitly given a default subsetting to the feature `happensBeforeLinks` from the `Occurrences` library model (see [9.2.4](#)). Note that, due to this default subsetting, if no `type` is explicitly given for a succession, then it will implicitly have the `type HappensBefore` (the type of `happensBeforeLinks`).

```

behavior TakePicture {
    composite step focus : Focus;
    composite step shoot : Shoot;
    succession controlFlow first focus then shoot;
}

```

If a succession declaration includes only the related features part, then the keyword **first** can be omitted.

```

behavior TakePicture {
    composite step focus : Focus;
    composite step shoot : Shoot;
    succession focus then shoot;
}

```

As for connector ends on regular connectors, constraining multiplicities can also be defined for the connector ends of successions.

```

behavior TakePicture {
    composite step focus[*] : Focus;
    composite step shoot[1] : Shoot;
    // A focus may be preceded by a previous focus.
    succession focus[0..1] then focus[0..1];
    // A shoot must follow a focus.
    succession focus[1] then shoot[0..1];
}

```

## 7.4.7 Behaviors

### 7.4.7.1 Behaviors Overview

*Metamodel references:*

- Concrete syntax, [8.2.5.6](#)
- Abstract syntax, [8.3.4.6](#)
- Semantics, [8.4.4.7](#)

*Behaviors* are classes that classify *performances*, which are kinds of occurrences that can be spread out in disconnected portions of space and time (see [9.2.6](#)). The performance of behaviors can cause effects on other things, including their existence and relations, some of which might be accepted as input to or provided as output from the behavior.

Behaviors can have *steps*, which are features typed by behaviors, allowing the containing behavior to coordinate the performance of other behaviors. Steps can be ordered in time using succession connectors (see [7.4.6.4](#)). They can also be connected by item flows to model things flowing between the output of one step and the input of another. Steps can also nest other steps to augment or redefine steps inherited from their behavior types.

### 7.4.7.2 Behavior Declaration

A behavior is declared as a classifier (see [7.3.3](#)), using the keyword **behavior**. If no owned superclassing is explicitly given for the behavior, then it is implicitly given a default superclassing to the behavior *Performance* from the *Performances* library model (see [9.2.6](#)).

Features declared in the body of a behavior with a non-null direction (see [7.3.4.2](#)) are considered to be the owned *parameters* of the behavior. Features with direction **in** are input parameters, those with direction **out** are output parameters, and those with direction **inout** are both input and output parameters.

```
// Specializes Performances::Performance by default.
behavior TakePicture {
    in scene : Scene;
    out picture : Picture;
}
```

Parameters are ordered in the lexical order they are declared in the body of a behavior. They may appear at any location within the body.

If a behavior has owned subclassifications whose superclassifiers are behaviors, then each of the owned parameters of the subclassifier behavior must, in order, redefine the parameter at the same position of each of the superclassifier behaviors. The redefining parameters shall have the same direction as the redefined parameters.

```
behavior A { in a1; out a2; }
behavior B { in b1; out b2; }
behavior C specializes A, B {
    in c1 redefines a1, b1;
    out c2 redefines a2, b2;
}
```

If there is a single superclassifier behavior, then the subclassifier behavior can declare fewer owned parameters than the superclassifier behavior, inheriting any additional parameters from the superclassifier (which are considered to be ordered after any owned parameters). If there is more than one superclassifier behavior, then every parameter from every superclassifier must be redefined by an owned parameter of the subclassifier. If every superclassifier parameter is redefined, then the subclassifier behavior may also declare additional parameters, ordered after the redefining parameters. If no redefinitions are given explicitly for a parameter, then the parameter is implicitly given owned redefinitions of superclassifier parameters sufficient to meet the previously stated requirements.

```
behavior A1 :> A { in aa; } // aa redefines A::a1, A::a2 is inherited.
behavior B1 :> B { in b1; out b2; inout b3; } // Redefinitions are implicit.
behavior C1 :> A1, B1 { in c1; out c2; inout c3; }
```

Steps (see [7.4.7.3](#)) declared in the body of a behavior are the owned steps of the containing behavior. A behavior can also inherit or redefine non-private steps from any superclassifier Behavior.

```
behavior Focus { in scene : Scene; out image : Image; }
behavior Shoot { in image : Image; out picture : Picture; }
behavior TakePicture {
    in scene : Scene;
    out picture : Picture;
    composite step focus : Focus;
    composite step shoot : Shoot;
}
```

Though the performance of a behavior takes place over time, the order in which its steps are declared has no implication for temporal ordering of the performance of those steps. Any restriction on temporal order, or any other connections between the steps, must be modeled explicitly.

```
behavior TakePicture {
    in scene : Scene;
    out picture : Picture;

    binding focus.scene = scene;
    composite step focus : Focus;
    succession focus then shoot;
    composite flow focus.image to shoot.image;
    composite step shoot : Shoot;
}
```



```

    binding picture = focus.picture;
}

```

### 7.4.7.3 Step Declaration

A step is declared as a feature (see [7.3.4.2](#)) using the keyword **step**. If no owned subsetting or owned redefinition is explicitly given, then the step is implicitly given a default subsetting to the feature `performances` from the `Performances` library model (see [9.2.6](#)).

As for a behavior, directed features declared in the body of a step are considered to be *parameters* of the step (see [7.4.7.2](#)). If a step has owned specializations (including all feature typings, subsettings, and redefinitions), whose general type is a behavior or a step, then the rules for the redefinition of parameters of the behaviors and steps are the same as for the redefinition of the parameters of superclassifier behaviors by a subclassifier behavior (see [7.4.7.2](#)).

```

step focus : Focus {
    // Parameters redefine parameters of Focus.
    in scene;
    out image;
}

// Parameters are inherited.
step refocus subsets focus;

```

A step can also have a body, which may have steps in it. A step can inherit or redefine steps from its behavior types or any other steps it subsets.

```

step takePictureWithAutoFocus : TakePicture {
    in feature unfocusedScene redefines scene;
    step redefines focus : AutoFocus;
    out feature focusedPicture redefines picture;
}

```

## 7.4.8 Functions

### 7.4.8.1 Functions Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.5.7](#)
- *Abstract syntax*, [8.3.4.7](#)
- *Semantics*, [8.4.4.8](#)

*Functions* are behaviors (see [7.4.7](#)) with one out parameter designated as the *result parameter*. Functions classify *evaluations* (see [9.2.6.2.3](#)), which are kinds of performances that produce *results* as values of the result parameter. Like all behaviors, functions can change things, often referred to as "side effects". A *pure* function is one that has no side effects and always produces the same results given the same input values, similarly to a function in the mathematical sense. The numerical functions in the Kernel Function Library (see [9.4](#)), for example, are pure functions.

*Expressions* are steps (see [7.4.7](#)) typed by only a single function, which means that their values are evaluations. An expression whose value is an evaluation with results is said to *evaluate to* those results. They can be steps in any behavior, but a function, in particular, can designate one of its expression steps as the *result expression* that gives the value of its result parameter. Expressions can have their own nested parameters, to augment or redefine those of their functions, including the result parameter. They can also own other expressions and designate a result expression, similarly to a function. (See also [7.4.9](#) for more on expressions).

*Predicates* are functions whose result is a single Boolean value (that is, true or false). A predicate determines whether the values of its input parameters meet particular conditions at the time of its evaluation, resulting in true if they do, and false otherwise. Predicates classify *boolean evaluations*, which are specialized evaluations giving a Boolean result (see [9.2.6.2.1](#)).

*Boolean expressions* are expressions whose function is a predicate and, so, evaluate to a Boolean result. A boolean expression might, in general, evaluate to true at some times and false at other times. An *invariant*, though, is a boolean expression that must always evaluate to either true at all times or false at all times. By default, an invariant is asserted to always evaluate to true, while a *negated invariant* is asserted to always evaluate to false.

### 7.4.8.2 Function Declaration

A function is declared as a behavior (see [7.4.7.2](#)), using the keyword **function**. If no owned superclassing is explicitly given for a function, then it is implicitly given a default subclassification to the function `Evaluation` from the `Performances` library model (see [9.2.6](#)). As for a behavior, any feature declared in the body of a function with an explicit direction is considered to be a parameter of the function. In addition, the result parameter of a function may be declared in its body by beginning the declaration with the keyword **return** (instead of a direction keyword).

```
// Specializes Performances::Evaluation by default.
function Velocity {
  in v_i : VelocityValue;
  in a : AccelerationValue;
  in dt : TimeValue;
  return v_f : VelocityValue;
}
```

If a function has owned subclassifications that are behaviors, then the rules for redefinition or inheritance of non-result parameters are the same as for a behavior (see [7.4.7.2](#)). If some of the superclassifier behaviors are functions, then the result parameter of the subclassifier function must redefine the result parameters of the superclassifier functions. If, in this case, the result parameter of the subclassifier function has no owned redefinitions, then it is implicitly given redefinitions of the result parameter of each of the superclassifier functions.

```
abstract function Dynamics {
  in initialState : DynamicState;
  in time : TimeValue;
  return : DynamicState;
}
function VehicleDynamics specializes Dynamics {
  // Each parameter redefines the corresponding superclassifier parameter
  in initialState : VehicleState;
  in time : TimeValue;
  return : VehicleState;
}
```

The body of a function is like the body of a behavior (see [7.4.7.2](#)), with the optional addition of the declaration of a result expression at the end. A result expression is always be written using the Expression notation described in [7.4.9](#), *not* using the Expression declaration notation from [7.4.8.3](#). The result of the result expression is implicitly bound to the result parameter of the containing function.

```
function Average {
  in scores[1..*] : Rational;
  return : Rational;

  sum(scores) / size(scores)
}
```

**Note.** A result expression is written *without* a final semicolon.

The result of a function can also be explicitly bound, either using a binding connector (see [7.4.6.3](#)) or a feature value on the result parameter declaration (see [7.4.11](#)). In this case, the body of the function should *not* include a result expression.

```
function Average {  
  in scores[1..*] : Rational;  
  return : Rational = sum(scores) / size(scores);  
}
```

### 7.4.8.3 Expression Declaration

An expression can be declared as a step (see [7.4.7.3](#)) using the keyword **expr** (see also [7.4.9](#) for more traditional expression notation). If no owned subsetting or owned redefinition is explicitly given, then the expression is implicitly given a default subsetting to the feature evaluations from the `Performances` library model (see [9.2.6](#)).

As for a step, directed features declared in the body of an expression are considered to be parameters of the expression (see [7.4.7.3](#)). If an expression has owned specializations (including all feature typings, subsettings, and redefinitions) whose general type is a behavior (including a function) or a step (including an expression), then the rules for the redefinition of the parameters of those behaviors and steps are the same as for the redefinition of the parameters of superclassifier behaviors by a subclassifier function (see [7.4.8.2](#)).

```
expr computation : ComputeDynamics {  
  // Parameters redefined parameters of ComputeDynamics.  
  in state;  
  in dt;  
  return result;  
}  
expr vehicleComputation subsets computation {  
  // Input parameters are inherited, result is redefined.  
  return : VehicleState;  
}
```

Like a function body, an expression body can also specify a result expression.

```
expr : VehicleDynamics {  
  in initialState;  
  in time;  
  return result;  
  
  vehicleComputation(initialState, time)  
}
```

Or the result can be explicitly bound.

```
expr : Dynamics {  
  in initialState;  
  in time;  
  return result : VehicleState =  
    vehicleComputation(initialState, time);  
}
```

#### 7.4.8.4 Predicate Declaration

A predicate is declared as a function (see [7.4.8](#)), using the keyword **predicate**. If no owned subclassification is explicitly given for a predicate, then it is implicitly given a default subclassification to the predicate `BooleanEvaluation` from the `Performances` library model (see [9.2.6](#)). If a predicate has owned subclassifications that are behaviors, then the rules for redefinition or inheritance of non-result parameters are the same as for a function (see [7.4.8.2](#)). Since a predicate must always return a `Boolean` result, it is not necessary to explicitly declare a result parameter for it. However, if a result parameter is declared, then it must have type `Boolean` from the `ScalarValues` library model (see [9.3.2](#)) and multiplicity `1..1` (see [7.4.12](#)).

```
predicate isAssembled {  
  in assembly : Assembly;  
  in subassemblies[*] : Assembly;  
}
```

The body of a predicate is the same as a function body (see [7.4.8](#)). If a result expression is included, then it must have a `Boolean` result.

```
predicate isFull {  
  in tank : FuelTank;  
  tank.fuelLevel == tank.maxFuelLevel  
}
```

#### 7.4.8.5 Boolean Expression and Invariant Declaration

A boolean expression is declared as an expression (see [7.4.8.3](#)), using the keyword **bool**. If no owned subsetting or owned redefinition is explicitly given, then the boolean expression is implicitly given a default subsetting to the feature `booleanEvaluations` from the `Performances` library model (see [9.2.6](#)).

As for an expression, directed features declared in the body of a boolean expression are considered to be parameters of the boolean expression (see [7.4.8.3](#)). If a boolean expression has owned specializations (including all feature typings, subsettings, and redefinitions) whose general type is a behavior or step, then the rules for the redefinition of the parameters of those behaviors and steps are the same as for a regular expression declaration (see [7.4.8.3](#)). The requirements on, and default for, the result parameter of a boolean expression are the same as for a predicate (see [7.4.8.4](#)).

```
// All input parameters are inherited.  
bool assemblyChecks[*] : isAssembled;
```

Like a predicate body (see [7.4.8.4](#)), a boolean expression body can specify a `Boolean` result expression.

```
class FuelTank {  
  feature fuelLevel : Real;  
  feature readonly maxFuelLevel : Real;  
  bool isFull { fuelLevel == maxFuelLevel }  
}
```

An invariant is declared like any other boolean expression, except using the keyword **inv** instead of **bool**, and, additionally, this keyword may be optionally followed by one of the keywords **true** or **false**, to indicate whether the invariant is asserted to be true or false (i.e., is negated). The default is **true**.

```
class FuelTank {  
  feature fuelLevel : Real;  
  feature readonly maxFuelLevel : Real;  
  // The invariant is asserted true by default.  
  inv { fuelLevel >= 0 & fuelLevel <= maxFuelLevel }
```

```

// The invariant is explicitly asserted false, that is, it is negated.
inv false { fuelLevel > maxFuelLevel }
}

```

## 7.4.9 Expressions

### 7.4.9.1 Expressions Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.5.8](#)
- *Abstract syntax*, [8.3.4.8](#)
- *Semantics*, [8.4.4.9](#)

As described in [7.4.8](#), expressions are steps typed by functions, and [7.4.8.3](#) covers the general notation for declaring an expression as a step. However, expressions are commonly organized into tree structures, with expressions as the nodes, and the input parameters of each expression bound to the result of each of its child expressions. KerML includes extensive textual notation for constructing expression trees, including traditional operator notations for functions in the Kernel Model Library (see [Clause 9](#)).

These expression notations map entirely to an abstract syntax involving just a few specialized kinds of expressions:

- The non-leaf nodes of an expression tree are *invocation expressions*, a kind of expression that specifies its input values as the results of other expressions (its *argument* expressions), one for each of the input parameters of its *invoked* function.
- The edges of the tree are binding connectors between the input parameters of an invocation expression (redefining those of its *function*) and the results of its argument expressions.
- The leaf nodes are these kinds of expressions:
  - *Feature reference expressions* evaluate to values of a referenced feature that is not part of the expression tree.
  - *Literal expressions* evaluate to the literal value of one of the primitive data types from the `ScalarValues` model library (see [9.3.2](#)).
  - *Null expressions* evaluate to the empty set.

An expression can also be the referent of a feature reference expression in an expression tree, as above. This enables the evaluation of the referent expression to be taken as the value of the argument of an invocation, rather than passing the value of the *result* of the evaluation. As a shorthand for doing this, the concrete syntax for an expression body (as described in [7.4.8.3](#)) can be used as a leaf node in the expression syntax tree.

A *model-level evaluable* expression is an expression that refers to metadata, which is data about model elements, rather than the things being modeled. Model-level evaluable expressions can give values to the features of metadata (see [7.4.13](#)) and be used as element filtering conditions in packages (see [7.4.14](#)). The expressiveness of model-level evaluable expressions is restricted to support this:

- All null expressions, literal expressions and feature reference expressions are model-level evaluable.
- An invocation expression is model-level evaluable if and only if it meets the following conditions:
  1. All its argument expressions are model-level evaluable.
  2. It invokes a function that is listed as being model-level evaluable in [Table 10](#) (in [8.2.5.8.1](#)) or [Table 12](#) (in [8.2.5.8.2](#)).

### 7.4.9.2 Operator Expressions

*Operator expression* notation provides a shorthand for invocation expressions that invoke a library function represented as an *operator symbol*. ([Table 10](#) in [8.2.5.8.1](#) shows the mapping from operator symbols to the functions

they represent from the Kernel Model Library.) An operator expression contains subexpressions called its *operands* that generally correspond to the argument expressions of the invocation expression, except in the case of operators representing *control functions*, in which case the evaluation of certain operands is as determined by the function.

Operator expressions include the following:

- *Conditional expressions.* The *conditional test* operator **if** is followed by three operands, with the symbol **?** after the first operand and the keyword **else** after the second operand. A conditional expression evaluates to the value of its second or third operand, depending on whether the result of its first operand is true or false. Note that only one of the second or third operand is actually evaluated.

```
if x >= 0? x else -x
```

- *Binary operator expressions.* A *binary operator* is one that has two operands. The binary operators include numerical operators (+, -, \*, /, %, ^, \*\*), logical operators (&, |, **xor**), comparison operators (==, !=, <, >, <=, >=, ==, !=), and the range construction operator (..). In general, both operands become arguments of the invocation expression, with their results being passed to the invocation of the function represented by the operator. However, the null-coalescing (??), conditional and (**and**), conditional or (**or**) and implication (**implies**) operators all correspond to control functions in which their second operand is only evaluated depending on a certain condition of the value of their first operand (whether it is null, true, false, or true, respectively).

```
x + y
list#(i) ?? default
i > 0 and sensor#(i) != null
sensor == null or sensor.reading > 0
```

The operators == and != apply to operands that have single values, testing whether they are equal or unequal, respectively. They also evaluate to true or false, respectively, if their operands are both null (no values). The operators === and !== apply specifically to values that are *occurrences* (see 9.2.4). They test whether two occurrences are portions (in space and/or time) of the same *life* occurrence. Informally, these operators test whether or not two occurrences have the same "identity". For data values (values that are not occurrences), === and !== are the same as == and !=.

```
currentPortion == tripPortion // True for same trip portions
currentPortion === tripPortion // True for any two portions of same trip
```

- *Unary operator expressions.* A *unary operator* is one that has a single operand. The result of evaluating the operand is passed to the invocation of the Function represented by the operator. The unary operators include the numerical operators + and - and the logical operator **not**.

```
-x
not isOutOfRange(sensor)
not completed
```

- *Classification expressions.* The *classification operators* are syntactically similar to binary operators, but, instead of an expression as their second operand, they take a type name. The classification operators **istype** and **hastype** test whether all of the values of their first operand is classified by the named type (either including or not including subtypes, respectively). The @ operator is similar to **istype**, but tests whether at least one of the values of its first operand is classified by the named type. Note that this means that **istype** and **hastype** evaluate to true on a **null** (empty list) value, while @ evaluates to false.

```
sensors istype ThermalSensor // Are all sensors ThermalSensors?
sensors @ ThermalSensor // Is any sensor a ThermalSensor?
person hastype Administrator
```

The classification operator **as**, known as the *cast operator*, performs an **isType** test of whether each of the values of its first operand is classified by the named type, and then it selects only those values that pass the test to include in its result. The result values of such a cast expression (if any) are always guaranteed to be instances of the named type.

```
sensors as ThermalSensor
person as Administrator
```

The classification operators may also be used without a first operand, in which case the first operand is implicitly `Anything::self` (see [9.2.2.2.1](#)). This is useful, in particular, when used as a test within an element filter condition expression (see [7.4.14](#)).

```
istype ThermalSensor
@ThermalSensor
hastype Administrator
as Supervisor
```

- *Metaclassification expressions.* The metaclassification operators **@@** and **meta** take the qualified name of any kind of element as their first operand and a metaclass (see [7.4.13](#)) as their second operand. They are shorthands for classification expressions with the operators **@** and **as**, respectively, and a metadata access expression (see [7.4.9.4](#)) as their first operand. As such, **@@** tests whether any metadata associated with an element are classified by the given metaclass, while **meta** filters the metadata associated with an element and evaluates to those that are classified by the given metaclass.

```
// Shorthand for designModel.metadata @ ApprovalAnnotation
designModel @@ ApprovalAnnotation

// Shorthand for sensors.metadata as KerML::Feature
sensors meta KerML::Feature

// Evaluates to the string "sensors".
(sensors meta KerML::Feature).name
```

- *Extent expressions.* The extent operator **all** is syntactically similar to a unary operator, but, instead of an expression as its operand, it takes a type name. An extent expression evaluates to a sequence of all instances of the named type.

```
all Sensor
```

In an operator expression containing nested operator expressions, the nested expressions are implicitly grouped according to the *precedence* of the operators involved, as given in [Table 11](#) (in [8.2.5.8.1](#)). Operator expressions with higher precedence operators are grouped more tightly than those with lower precedence operators. For example, the operator expression

$$-x + y * z$$

is considered equivalent to

$$( (-x) + (y * z) )$$

### 7.4.9.3 Primary Expressions

*Primary expression* notation provides additional shorthands for certain kinds of invocation expressions. For those cases in which the invoked function is represented by an operator symbol, the symbol is mapped to the appropriate library function as given in [Table 12](#) (in [8.2.5.8.2](#)).

Primary expressions include the following:

- *Index expression.* An index expression specifies the invocation of the indexing function '#' from the `BaseFunctions` library model (see [9.4.2](#)). The default behavior for this function is given by the specialization `SequenceFunctions::'#'`, for which the first operand is expected to evaluate to a sequence of values, and the second operand is expected to evaluate to an index into that sequence. Default indexing is from 1 using `Natural` numbers. Note that parentheses are required around the second operand.

```
sensors#(activeSensorIndex)
```

However, the behavior of the '#' operator is specialized for the `OrderedCollection` (see [9.3.3.2.7](#)) and `Array` (see [9.3.3.2.1](#)) data types from the `Collections` library model. In this case, the first operand must be a single value of one of these data types. For an `Array`, the second operand is a *sequence* of indexes whose size is the `rank` of the `Array` (i.e., the number of dimensions of the `Array`).

```
detectorArray#(n, m)
```

- *Sequence expression.* A sequence expression consists of a list of one or more expressions separated by comma (,) symbols, optionally terminated by a final comma, all surrounded by parentheses (...). Such an expression specifies sequential invocations of the sequence concatenation function ',' from the `BaseFunctions` library model (see [9.4.2](#)). The default behavior for this Function is given by the specialization `SequenceFunctions::','`, which concatenates the sequence of values resulting from evaluating its two arguments. With this behavior, a sequence expression concatenates, in order, the results of evaluating all the listed expressions.

```
(temperatureSensor, windSensor, precipitationSensor)  
( 1, 3, 5, 7, 11, 13, )
```

A sequence expression with a single constituent expression simply evaluates to the value of the contained expression, as would be expected for a parenthesized expression. The empty sequence () is not actually a sequence expression, but, rather, an alternative notation for a null expression (see [7.4.9.4](#)).

```
(highValue + lowValue) / 2
```

Sequences of values are *not* themselves values. Therefore, sequences are "flat", with no element of a sequence itself being a sequence. For example, ((1, 2, 3), 4), (1, (2, 3), 4) and (1, null, (2, 3, 4)) all evaluate to the same sequence of values as (1, 2, 3, 4). To model nested collection values, use the data types from the `Collections` library model (see [9.3.3](#)).

- *Feature chain expression.* A feature chain expression consists of a primary expression and a feature qualified name or a feature chain ([7.3.4.6](#)), separated by a dot (.) symbol. The referenced feature is evaluated in the context of each of the result values of the primary expression, in order. The resulting feature values are then collected into a sequence in order of evaluation. The qualified name for the referent feature is resolved using the result parameter of the primary expression as the context namespace (see [8.2.3.5](#)), but considering only visible memberships.

```
// The primary expression is "getPlatform(id)".  
// The feature chain is "sensors.isActive".  
// Results in a sequence of Boolean values,  
// one for each platform sensor.  
getPlatform(id).sensors.isActive
```

To avoid ambiguity, the primary expression of a feature chain expression cannot be itself a feature chain expression. To read a list of features sequentially, rather than in a single evaluation, delimit nested feature chain expressions using parentheses



```
// First evaluate "getPlatform(id).sensors",
// then evaluate ".isActive" on the result of that.
(getPlatform(id).sensors).isActive
```

- *Collect expression.* A collect expression consists of a primary expression and an expression body (see [7.4.9.4](#)) separated by a dot (.) symbol. The expression body must have a single input parameter. The expression body is evaluated on each of the result values from the primary expression, in order, and each of the results are collected into a sequence in order of evaluation (that is, a collect expression is a shorthand for invoking the `ControlFunctions::collect` function).

```
sensors.{in s: Sensor; s.reading} // results in a sequence of
                                   // readings of each of the sensors
```

- *Select expression.* A select expression consists of a primary expression and an expression body (see [7.4.9.4](#)) separated by a dot-question-mark (.?) symbol. The expression body must have a single input parameter and a Boolean result. The expression body is evaluated on each of the result values from the primary expression, in order, and those for which the expression body evaluates to true are selected for inclusion in the result of the select expression (that is, a select expression is a shorthand for invoking the `ControlFunctions::select` function).

```
sensors.?(in s: Sensor; s.isActive) // results in the subsequence of
                                      // sensors that are active
```

- *Function operation expression.* A function operation expression is a special syntax for an invocation expression in which the first argument is given before the arrow (->) symbol, which is followed by the name of the function to be invoked and an argument list for any remaining arguments (see [7.4.9.4](#)). This is useful for chaining invocations in an effective data flow.

```
sensors -> selectSensorsOver(limit) -> computeCriticalValue()
```

If the invoked function has exactly two input parameters, and the second input parameter is an expression, then an expression body (see [7.4.9.4](#)) can be used as the argument for the second argument without surrounding parentheses. The argument expression body should declare parameters consistent with those on the parameter expression (if any). This is particularly useful when invoking functions from the `ControlFunctions` library model (see [9.4.17](#)).

```
sensors -> select {in s: Sensor; s::isActive}
members -> reject {in member: Member; not member->isInGoodStanding()}
factors -> reduce {in x: Real; in y: Real; x * y}
```

If the argument expression is simply the direct invocation of another function, then the argument expression may be specified using simply the name of the invoked function.

```
factors -> reduce RealFunctions::'*'
```

#### 7.4.9.4 Base Expressions

*Base expression* notation includes representations for literal expressions, null expressions, invocation expressions, feature reference expressions (including using expression bodies as base expressions).

- *Literal expressions* are described in [7.4.9.5](#).
- A *null expression* is notated by the keyword **null**. A null expression always evaluates to a result of "no values", which is equivalent to the empty sequence ().
- An *invocation expression* can be directly represented by giving the qualified name for the function to be invoked followed by a list of argument expressions, surrounded by parentheses () and separated by commas. The parentheses must be included, even if the argument list is empty.

```
IntegerFunctions::'+'(i, j)
isInGoodStanding(member#(n))
AddMember(org, member)
```

The arguments are matched to the input parameters of the given function in order. Alternatively, the arguments may be matched to parameters by name, using the form *paramName = argExpression*, in which case they may be given in any order. Note that, if the named argument notation is used, it must be used for all arguments.

```
AddMember(newMember = member, organization = org)
```

If the qualified name given for an invocation expression resolves to an expression instead of a function, then the invocation expression is considered to subset the named expression, meaning that, effectively, the invocation is taken to be for the function of the named expression, as specialized by that expression.

```
function UnaryFunction {in x : Anything; return: Anything;}
function apply {
  in expr fn : UnaryFunction;
  in value : Anything;

  // Invokes UnaryFunction as specified by parameter fn.
  return : Anything = fn(value);
}
```

It is also possible to specify an expression to be invoked using a feature chain (see [7.3.4.6](#)).

```
class Stats {
  feature vales[1..*] : Real;
  expr avg { sum(values)/size(values) }
}
feature myStats : States {
  redefines feature values = (1.0, 2.0, 3.0);
}
feature myAvg = myStats.avg();
```

- A *construction expression* is an invocation expression in which the invocation target is a classifier that is *not* a function. In this case, the result of the construction expression is a new instance of the target classifier, with the results of the argument expressions bound to the public features of the type, in order or by name.

```
class Member {
  feature firstName : String;
  feature lastName : String;
  feature memberNumber : Integer;
  feature sponsor : Member[0..1];
}
feature thisMember = Member("Jane", "Doe", 1234, null);
feature nextMember = Member(
  firstName = "John", lastName = "Doe", sponsor = thisMember,
  memberNumber = thisMember.memberNumber + 1);
```

- A *feature reference expression* is represented simply by the qualified name of the feature being referenced.

```
member
spacecraft::mainAssembly::sensors
sensor::isActive
```

Note that the referenced feature may be an expression. The notation for a reference to an expression is distinguished from the notation for an invocation by not having following parentheses.

```
expr addOne : UnaryFunction {
    if x istype Integer? (x as Integer) + 1 else 0
}
feature two = apply(addOne, 1); // "addOne" is a reference to expr addOne
```

Rather than declaring a named expression in order to pass it as an argument, an *expression body* may be used directly as a base expression. In this case, any parameters must be declared as features with direction within the expression body (see [7.4.8.3](#)). Such *body expressions* are particularly useful when used for the second argument of a function operation expression (see [7.4.9.3](#)).

```
feature two =
    apply(({in x; if x istype Integer? (x as Integer) + 1 else 0}, 1);
feature incrementedValues =
    values -> collect {in x: Number; x + 1};
```

- A *metadata access expression* is represented by suffixing the qualified name of any kind of element with the notation `.metadata`. This is a *reflective* expression that evaluates to the sequence of metadata features associated with the named element in the model itself, as instances of their respective metaclasses (see [7.4.13](#) on metadata and metaclasses). In addition, the last value in the sequence is an instance of the metaclass for the named element from the *KerML* reflective abstract syntax model (see [9.2.17](#)), representing its instantiation as a model element.

```
metaclass SecurityAnnotation;
class SecureSystem {
    metadata SecurityAnnotation;
}

// Two values: an instance of SecurityAnnotation
// and an instance of type KerML::Class.
feature sysMetadata = SecureSystem.metadata;
```

### 7.4.9.5 Literal Expressions

A *literal expression* is represented by giving a lexical literal for the value of the expression.

- A *literal Boolean* is represented by either of the keywords `true` or `false`.
- A *literal string* is represented by a lexical string value surrounded by double quotes `"..."` as specified in [8.2.2.5](#).

```
"This is a string literal."
```

- A *literal integer* is represented by a lexical decimal value as specified in [8.2.2.4](#). Note that notation is only provided for non-negative integers (i.e., natural numbers). Negative integers can be represented by applying the unary negation operator `-` (see [7.4.9.2](#)) to an unsigned decimal literal.

```
0
1234
```

- A *literal rational* is represented with a syntax constructed from lexical decimal values and exponential values (see [8.2.2.4](#)). The full rational number notation allows for a literal with a decimal point, with or without an exponential part, as well as an exponential value without a decimal point.

```
3.14
.5
```

2.5E-10  
1E+3

- A *literal infinity* is represented by the symbol `*`.

## 7.4.10 Interactions

### 7.4.10.1 Interactions Overview

*Metamodel references:*

- *Concrete syntax*, [8.2.5.9](#)
- *Abstract syntax*, [8.3.4.9](#)
- *Semantics*, [8.4.4.10](#)

*Interactions* are behaviors that are also associations (see [7.4.7](#) and [7.4.5](#), respectively), classifying performances that are also links between occurrences (see [9.2.3](#) through [9.2.6](#)). They specify how the linked participants affect each other and collaborate.

*Transfers* are interactions between two participants that carry items from one occurrence to another, with items optionally identified by output and input features of the source and target occurrence, respectively (see [9.2.7](#)).

*Item flows* are steps that are also binary connectors (see [7.4.7](#) and [7.4.6](#), respectively), with values that are transfers. An item flow optionally ensures that items are transferred from an output feature of the connected source feature to an input feature of the target feature. *Succession item flows* are item flows that are also successions (see [7.4.6](#)). They identify transfers that happen after their source (that is, after the end of the occurrence where the items come from) and before their target (that is, before the start of the occurrence where the items go to).

### 7.4.10.2 Interaction Declaration

An interaction is declared as a behavior (see [7.4.7](#)), using the keyword **interaction**. If no owned subclassification is explicitly given for the interaction, then it is implicitly given default subclassifications to *both* the behavior `Performance` from the `Performances` library model (see [9.2.6](#)) and the association `BinaryLink` or the association `Link` from the `Links` library model (see [9.2.3](#)), depending on whether it is a binary interaction or not.

As a kind of behavior, if the interaction has owned subclassifications whose superclasses are behaviors, then the rules related to their parameters are the same as for any subclassifier behavior (see [7.4.7](#)). As a kind of association, the body of an interaction must declare at least two association ends. If the interaction has owned subclassifications whose superclassifiers are associations, the rules related to their association ends are the same as for any association that is a subclassifier (see [7.4.5](#)).

```
interaction Authorization {  
    end feature client[*] : Computer;  
    end feature server[*] : Computer;  
    composite step login;  
    composite step authorize;  
    composite succession login then authorize;  
}
```

### 7.4.10.3 Item Flow Declaration

An item flow declaration is syntactically similar to a binary connector declaration (see [7.4.6](#)), using the keyword **flow**, or **succession flow** for a succession item flow. If no owned subsetting or owned redefinition is explicitly given, then the item flow is implicitly given a default subsetting to the item flow `transfers` from the `Transfers` model library (see [9.2.7](#)), or to the succession item flow `transfersBefore`, if a succession item flow is being

declared. If an item flow has owned specializations (including all feature typings, subsettings, and redefinitions) whose general type is a behavior or a step, then the rules for the redefinition of the parameters of those behaviors and steps are the same as for the redefinition of the parameters of general behavior or step by a specializing step (see [7.4.7.3](#)).

Unlike a regular binary connector declaration, though, an item flow declaration does not directly specify the related features for the item flow. Instead, the declaration gives the *source output feature* for the transfer after the keyword **from** and the *target input Feature* for the transfer after the keyword **to**. The related features are then determined as the owning features of the features given in the item flow declaration. It is these related features that are constrained to have a common context with the item flow (see [7.4.6](#)), not the features actually given in the declaration.

```
struct Vehicle {
  composite feature fuelTank[1] {
    out feature fuelOut[1] : Fuel;
  }
  composite feature engine {
    in feature fuelIn[1] : Fuel;
  }
  // The item flow actually connects the fuelTank to the engine.
  // The transfer moves Fuel from fuelOut to fuelIn.
  flow fuelFlow from fuelTank::fuelOut to engine::fuelIn;
}
```

The source output and target input features of an item flow can also be specified using feature chains (see [7.3.4.6](#)). In this case, the related features are determined as the features identified by the chains, excluding the last feature. This is particularly useful when the desired related features are inherited features.

```
struct Vehicle {
  composite feature fuelTank[1] {
    out feature fuelOut[1] : Fuel;
  }
  composite feature engine[1] {
    in feature fuelIn[1] : Fuel;
  }
}

feature vehicle : Vehicle {
  // The item flow actually connects the inherited fuelTank
  // feature to the inherited engine feature.
  flow fuelFlow from fuelTank.fuelOut to engine.fuelIn;
}
```

An item flow declaration can also include an explicit declaration of the type and/or multiplicity of the items that are flowing, after the keyword **of**. This asserts that any items transferred by the item flow have the declared type. In the absence of an item declaration, any values may flow across the item flow, consistent with the types of the source output and target input featurees.

```
flow of flowingFuel : Fuel from fuelTank.fuelOut to engine.fuelIn;
```

If no feature declaration or item declaration details are included in an item flow declaration, then the keyword **from** may also be omitted.

```
flow fuelTank.fuelOut to engine.fuelIn;
```

Item flows are also commonly used to move data from the output parameters of one step to the input parameters of another step.

```

behavior TakePicture {
  composite step focus : Focus { out image[1] : Image; }
  composite step shoot : Shoot { in image[1] : Image; }
  // The use of a succession item flow means that focus must complete before
  // the image is transferred, after which shoot can begin.
  succession flow focus.image to shoot.image;
}

```

## 7.4.11 Feature Values

*Metamodel references:*

- *Concrete syntax*, [8.2.5.10](#)
- *Abstract syntax*, [8.3.4.10](#)
- *Semantics*, [8.4.4.11](#)

A *feature value* is a membership relationship (see [7.2.5](#)) between an owning feature and a *value expression*, whose result provides values for the feature. The feature value relationship is specified as either *bound* or *initial*, and as either *fixed* or a *default*. A feature can have at most one feature value relationship.

A fixed, bound feature value relationship is declared using the symbol = followed by a representation of the value expression using the concrete syntax described in [7.4.9](#). This notation is appended to the declaration of the owning feature of the feature value.

```

feature monthsInYear : Natural = 12;
struct TestRecord {
  feature scores[1..*] : Integer;
  derived feature averageScore[1] : Rational = sum(scores)/size(scores);
}

```

Features that have a feature value relationship of this form implicitly have a nested binding connector (see [7.4.6](#)) between the feature and the result of the value expression, with the binding connector having the same featuring types as the declared feature (i.e., `TestRecord`, in the example above).

**Note.** The semantics of binding mean that such a feature value asserts that a feature is *equivalent* to the result of the value expression. To highlight this, a feature with such a feature value can be flagged as **derived** (though this is not required, nor is it required that the value of a **derived** feature be computed using a feature value – see also [7.3.4.2](#)).

A fixed, initial feature value relationship is declared as above but using the symbol := instead of =.

```

feature count[1] : Natural := 0;

```

In this case, the feature also has an implicit nested binding connector, but the featuring types of the binding connector are the *starting snapshots* of the featuring types of the declared feature. That is, the result of the value expression gives the initial values of the declared feature but, unlike in the case of a bound value, these initial values may subsequently change.

A default feature value relationship is declared similarly to the above, but with the keyword **default** preceding the symbol = or :=, depending on whether it is bound or initial. However, for a default, bound feature value, the symbol = may be elided.

```

struct Vehicle {
  feature mass[1] : Real default 1500.0;
  feature engine[1] : Engine default := standardEngine;
}
struct TestWithCutoff :> TestRecord {

```

```

    feature cutoff[1] : Rational default = 0.75 * averageScore;
}

```

For a default feature value relationship, no binding connector is added to the feature declaration, but the default will apply when an instance of the featuring type is constructed, if no other explicit values are given for the feature.

A feature value relationship can be included with the following kinds of feature declaration:

- Feature (see [7.3.4.2](#))
- Step (see [7.4.7.3](#))
- Expression (see [7.4.8.3](#))
- Boolean expression and invariant (see [7.4.8.5](#))

```

behavior ProvidePower {
    in cmd[1] : Command;
    out wheelTorque[1] : Torque;

    composite step generate : GenerateTorque {
        in cmd = ProvidePower::cmd;
        out generatedTorque;
    }
    composite step apply : ApplyTorque {
        in generatedTorque = generate.generatedTorque;
        out appliedTorque = ProvidePower::wheelTorque;
    }
}

```

## 7.4.12 Multiplicities

*Metamodel references:*

- *Concrete syntax*, [8.2.5.11](#)
- *Abstract syntax*, [8.3.4.11](#)
- *Semantics*, [8.4.4.12](#)

Multiplicity is defined in the Core layer as a feature for specifying cardinalities (number of instances) of a type by enumerating all numbers the cardinality might be (see [7.3.2.2](#)). The Kernel layer provides a specific way to do this by specifying a *range* of cardinalities. A multiplicity range has *lower bound* and *upper bound* expressions that are evaluated to determine the lowest and highest cardinalities, with both expression evaluating to natural numbers (that is, of type `Natural` from the `ScalarValues` library model, see [9.3.2](#)). An upper bound value of `*` (infinity) means that the cardinality includes all numbers greater than or equal to the lower bound value.

A multiplicity range is written in the form `[lowerBound..upperBound]`, where each of *lowerBound* and *upperBound* is either a literal expression or a feature reference expression represented in the notation described in [7.4.9](#). Literal expressions can be used to specify a multiplicity range with fixed lower and/or upper bounds. If the result of the *lowerBound* expression is `*`, then the meaning of the multiplicity range is not defined.

A multiplicity range can also be written without the lower bound (or `..`). In this case, the result of the single expression is used as both the lower and upper bound of the range, unless the result is the infinite value `*`, in which case the lower bound is taken to be 0.

Multiplicity ranges can be used in the declaration of types, particularly features (see [7.3.4.2](#)).

```

struct Automobile {
    feature n : Positive[1];
    composite feature wheels : Wheel[n]; // Equivalent to [n..n] for n < *
}

```

```

    feature driveWheels[2..n] subsets wheels;
}
feature autoCollection : Automobile[*]; // Equivalent to [0..*]

```

It is also possible to declared a multiplicity feature using the keyword **multiplicity**, optionally followed by a short name and/or name, and including either a multiplicity range or a subsetting of another multiplicity. A multiplicity declaration is a kind of feature declaration, and it can optionally include a body as in a generic feature declaration (see [7.3.4.2](#)).

```

multiplicity zeroOrMore [0..*];
multiplicity m subsets zeroOrMore;

```

If a multiplicity feature is declared in the body of a type, then then this becomes be the multiplicity of the type. A type can have at most one multiplicity, whether this is given in the declaration or the body of the type.

```

feature driveWheels subsets wheels {
    multiplicity [2..n];
}
feature autoCollection {
    multiplicity subsets zeroOrMore;
}

```

### 7.4.13 Metadata

*Metamodel references:*

- *Concrete syntax*, [8.2.5.12](#)
- *Abstract syntax*, [8.3.4.12](#)
- *Semantics*, [8.4.4.13](#)

*Metadata* is additional information on elements of a model that does not have any instance-level semantics (in the sense described in [7.3.1](#)). In general, metadata is specified in annotating elements (including comments and textual representations) attached to annotated elements (see [7.2.4](#)). A *metadata feature* is a kind of annotating element that allows for the definition of structured metadata with modeler-specified features. This may be used, for example, to add tool-specific information to a model that can be relevant to the function of various kinds of tooling that may use or process a model, or domain-specific information relevant to a certain project or organization.

A metadata feature is syntactically a feature (see [7.3.4](#)) that is typed by a single *metaclass*, which is a kind of structure (see [7.4.4](#)), with implicit multiplicity 1..1. If the metaclass has no features, then the metadata feature simply acts as a user-defined syntactic tag on the annotated element. If the metaclass has features, then the metadata feature must have nested features that redefine each of the features of its type, binding them to the results of model-level evaluable expressions (see [7.4.9](#)), which provide the values of the specified attributive metadata for the annotated element.

A metaclass is declared like a structure (see [7.4.4](#)), but using the keyword **metaclass**. If no owned subclassification is explicitly given for the metaclass, then it is implicitly given a default subclassification to the metaclass `Metaobject` from the `Metaobjects` library model (see [9.2.16](#)).

```

metaclass SecurityRelated;

metaclass ApprovalAnnotation {
    feature approved[1] : Boolean;
    feature approver[1] : String;
}

```



A metadata feature is declared using the keyword **metadata** (or the symbol @), optionally followed by a short name and/or name, followed by the keyword **typed by** (or the symbol :) and the qualified name of exactly one metaclass. If no short name or name is given, then the keyword **typed by** (or the symbol :) may also be omitted. One or more annotated elements are then identified for the metadata feature after the keyword **about**, indicating that the metadata feature has annotation relationships to each of the identified elements (see [7.2.4](#)).

```
metadata securityDesignAnnotation : SecurityRelated about SecurityDesign;
```

Any owned feature of a metadata feature must be a redefinition of a feature of the typing metaclass, with a feature value binding it to the result of a model-level evaluable expressions (see [7.4.9](#)). The owned features of a metadata feature must always have the same names as the names of the typing metaclass, so the shorthand prefix redefines notation (see [7.3.4.5](#)) is always used.

```
metadata ApprovalAnnotation about Design {
    feature redefines approved = true;
    feature redefines approver = "John Smith";
}
```

The keywords **feature** and/or **redefines** (or the equivalent symbol :>>) may be omitted in the declaration of a metadata feature.

```
metadata ApprovalAnnotation about Design {
    approved = true;
    approver = "John Smith";
}
```

If the metadata feature is an owned member of a namespace (see [7.2.5](#)), then the explicit identification of annotated elements (following the **about** keyword) can be omitted, in which case the annotated element is implicitly the containing namespace (see [7.2.4](#)).

```
class Design {
    // This metadata feature is implicitly about the class Design.
    @ApprovalAnnotation {
        approved = true;
        approver = "John Smith";
    }
}
```

If a metadata feature has one or more concrete features that directly or indirectly subset `Metaobject::annotatedElement`, then, for each annotated element of the metadata feature, there must be at least one such feature for which the metaclass of the annotated element conforms to all the types of the feature (which must all be specializations of the reflective metaclass `KerML::Element`, see [9.2.17](#)).

```
metaclass Command {
    // A metadata feature of this metaclass may annotate
    // a behavior or a step.
    subsets annotatedElement : KerML::Behavior;
    subsets annotatedElement : KerML::Step;
}

behavior Save specializes UserAction {
    @Command; // This is valid.
    redefine step doAction {
        @Command; // This is valid.
    }
}

struct Options {
```

```

    @Command; // This is INVALID.
}

```

If the metaclass of a metadata feature is a direct or indirect specialization of `Metaobjects::SemanticMetadata` (see [9.2.16.2.3](#)), then the annotated elements must all be types and the feature `SemanticMetadata::baseType` must be bound to a value of type `KerML::Type` (see [9.2.17](#)). Each type annotated by such semantic metadata has an implicit specialization added to a type determined from the `baseType` value as follows:

- If the annotated type is neither a classifier nor a feature, then the annotated type implicitly specializes the `baseType`.
- If the annotated type is a classifier and the `baseType` is a classifier, then annotated classifier implicitly subclassifies the `baseType`.
- If the annotated type is a classifier and the `baseType` is a feature, then the annotated classifier implicitly subclassifies each type of the `baseType`.
- If the annotated type is a feature and the `baseType` is a feature, then the annotated feature shall implicitly subset the `baseType`.
- In all other cases, no implicit specialization is added.

When evaluated in a model-level evaluable expression, the meta-cast operator **meta** (see [7.4.9.2](#)) may be used to cast a feature referenced as its first operand to the actual reflective metaclass value for this feature, which may then be bound to the `baseType` feature of `SemanticMetadata`.

```

behavior UserAction;
step userActions : UserAction[*] nonunique;

metaclass Command specializes SemanticMetadata {
    // The cast operation "userAction meta KerML::Feature" has
    // type KerML::Feature, which conforms to the type Type of
    // baseType. Since userActions is a step, the expression
    // evaluates at model level to a value of type KerML::Step.
    redefines baseType = userActions meta KerML::Feature;
}

// Save implicitly subclassifies UserAction (which is the
// type of userActions).
behavior Save {
    @Command;
}

// previousAction implicitly subsets userActions.
step previousAction[1] {
    @Command;
}

```

## User-Defined Keywords

A *user-defined keyword* is a (possibly qualified) metaclass name or short name preceded by the symbol `#`. The user-defined keyword is placed immediately before the language-defined (reserved) keyword for the declaration and specifies a metadata feature annotation of the declared element. Note that this notation can only be used for metadata features that do not have nested features. If the named metaclass is a kind of *SemanticMetadata*, then the implicit specialization rules given above for semantic metadata apply.

```

// It is often convenient to use a lower-case initial name or
// short name for semantic metadata intended to be used as a keyword.
metaclass <command> CommandMetadata :> SemanticMetadata {
    redefines baseType = userActions meta KerML::Feature;
}

```

```

}

#command behavior Save;
#command step previousAction[1];

```

It is also possible to include more than one user defined-keyword in a declaration.

```
#SecurityRelated #command def Save;
```

## 7.4.14 Packages

*Metamodel references:*

- *Concrete syntax*, [8.2.5.13](#)
- *Abstract syntax*, [8.3.4.13](#)
- *Semantics*, [8.4.4.14](#)

*Packages* are namespaces used to group elements, without any instance-level semantics (as opposed to types, which are namespaces with classification semantics, see [7.3.2](#)). A package is notated like a generic namespace (see [7.2.5.2](#)), but using the keyword **package** instead of **namespace**.

```

package AddressBooks {
  datatype Entry {
    feature name[1]: String;
    feature address[1]: String;
  }
  struct AddressBook {
    composite feature entries[*]: Entry;
  }
}

```

A package may also have one or more *filter conditions* for selecting a subset of its imported memberships. A filter condition is a Boolean-valued, model-level evaluable expression (see [7.4.9](#)) that must evaluate to true for any imported member of the package. These are notated using the keyword **filter** followed by the filter condition expression.

```

package Annotations {
  metaclass ApprovalAnnotation {
    feature approved[1] : Boolean;
    feature approver[1] : String;
    feature level[1] : Natural;
  }
  ...
}

package DesignModel {
  import Annotations::*;
  struct System {
    @ApprovalAnnotation {
      approved = true;
      approver = "John Smith";
      level = 2;
    }
  }
  ...
}

package UpperLevelApprovals {

```

```

// This package imports all direct or indirect members
// of the DesignModel package that have been approved
// at a level greater than 1.
import DesignModel::*;
filter @Annotations::ApprovalAnnotation and
    Annotations::ApprovalAnnotation::approved and
    Annotations::ApprovalAnnotation::level > 1;
}

```

A filter condition can operate on metadata on elements (see [7.4.13](#)), such as checking for a metadata feature of a particular type or accessing the values of the features of a metadata feature. For the purposes of filter condition expressions, every element is also considered to have an implicit metadata feature that is typed by a metaclass from the reflective library model of the KerML abstract syntax (see [9.2.17](#)). This enables filter conditions to test for the abstract syntax metaclass of an element and to access the values of abstract syntax meta-attributes.

Note that a filter condition in a package will filter *all* imports of that Package. That is why full qualification is used for `Annotations::ApprovalAnnotation` in the example above, since imported elements of the `Annotations` package would be filtered out by the very filter condition in which the elements are intended to be used. This may be avoided by combining one or more filter conditions with a specific import, using the filtered import notation described in [7.2.5.4](#)).

```

package UpperLevelApprovals {
    // Recursively import all annotation data types and all
    // features of those types.
    import Annotations::*;

    // The filter condition for this import applies only to
    // elements imported from the DesignModel package.
    import DesignModel::*[@ApprovalAnnotation and approved and level > 1];
}

```

The `KerML` library package contains a complete model of the KerML abstract syntax represented in KerML itself. When a filter condition is evaluated on an element, abstract syntax metadata for the element can be tested as if the element had an implicit metadata feature typed by the type from the `KerML` package corresponding to the metaclass of the element.

```

package PackageApprovals {
    import Annotations::*;
    import KerML::*;

    // This imports all structures from the DesignModel that have
    // at least one owned feature and have been marked as approved.
    import DesignModel::*[@Structure and
        Structure::ownedFeature != null and
        @ApprovalAnnotation and
        ApprovalAnnotation::approved];
}

```

In general, a *library package* is a package that is expected to be commonly available and reused across many user models. A package can be explicitly identified as a library package using the keyword **library**. This allows tooling to identify any element contained directly in a library package as being a *library element* from that specific library package.

```

library package AddressBooks {
    ...
}

```

The *standard library packages* in the Kernel Model Libraries (see [Clause 9](#)) are further identified using the keyword **standard**. However, only library packages from the Kernel Model Libraries, or from other recognized standard model libraries, should be identified as standard library packages.



# 8 Metamodel

## 8.1 Metamodel Overview

This clause presents the normative specification of the *metamodel* for KerML, which includes the KerML concrete syntax, abstract syntax and semantics (though the complete semantics depends on the *model library* specified in [Clause 9](#)).

1. *Concrete syntax* specifies how the language appears to modelers. Modelers construct and review models using a textual notation that conforms to the concrete syntax specification (see [8.2](#)).
2. *Abstract syntax* specifies linguistic terms and relations between them (as opposed to library model terms), which may be expressed in the concrete syntax (see [8.3](#)). The abstract syntax omits aspects of the concrete syntax, such as delimiters and formatting, that do not affect what modelers are trying to expression. A concrete syntax representation of a model can be *parsed* into an abstract syntax representation, or an abstract syntax representation can be *serialized* into the concrete syntax notation. The mapping between the concrete and abstract syntax is given as part of the *grammar* specification for the concrete syntax (see [8.2.1](#) on the conventions for this).
3. *Semantics* specifies the interpretation of models as representations of or specifications for modeled systems (see [8.4](#)). The semantics for a *core* subset of the abstract syntax are specified using mathematical logic. Semantics for the rest of KerML are specified by mapping complicated abstract syntax constructs into equivalent models using the core subset, and, in particular, introducing *implied* relationships to required elements from the KerML model library (see [8.4.1](#) on this approach).

As described in 6.1, KerML is divided into Root, Core and Kernel Layers, which cut across each of the above facets. The subclauses on Concrete Syntax ([8.2](#)) and Abstract Syntax ([8.3](#)) are each further subdivided into subclauses on the three layers, and then, within each layer, into subclauses following the package structure of the abstract syntax. Subclause [8.4](#) on Semantics only covers the Core and Kernel Layers, because Root Layer constructs do not have model-level semantics.

Throughout this clause, the names of elements from the KerML abstract syntax model appear in a "code" font. Further:

1. Names of metaclasses appear exactly as in the abstract syntax, including capitalization, except possibly with added pluralization. When used as English common nouns, e.g., "an `Element`", "multiple `FeatureTypings`", they refer to instances of the metaclass. E.g., "Elements can own other Elements" refers to instances of the metaclass `Element` that reside in models. This can be modified with the term "metaclass" as necessary to refer to the metaclass itself instead of its instances, e.g., "The `Element` metaclass is contained in the `Elements` package."
2. Names of properties of metaclasses, when used as English common nouns, e.g., "an `ownedRelatedElement`", "multiple `featuringTypes`", refer to values of the properties. This can be modified using the term "metaproperty" as necessary to refer to the metaproperty itself instead of its values, e.g., "The `ownedRelatedElement` metaproperty is contained in the `Elements` package."

Similar stylistic conventions apply to text about KerML models, except that an "*italic code*" front is used.

1. Convention 1 above applies to KerML *Types* (e.g., *Performance*), using "type" (or a more specialized term) instead of "metaclass" (e.g., "the *Performance* behavior").
2. Convention 2 above applies to KerML *Features* (e.g., *performances*), using "feature" (or a more specialized term) instead of "metaproperty" (e.g., "the *performances* step").

## 8.2 Concrete Syntax

## 8.2.1 Concrete Syntax Overview

The concrete syntax for KerML is a textual notation that can be used to express or construct an abstract syntax representation of a model. The *lexical structure* of the KerML textual notation defines how the string of characters in a text is divided into a set of *lexical elements*. Such lexical elements can be categorized as *whitespace*, *notes*, or *tokens*. Only tokens are significant for the mapping of the notation to the abstract syntax. The *syntactic structure* of the KerML textual notation defines how lexical tokens are grouped and mapped to an abstract syntax representation of a model.

Both the lexical and syntactic structures are specified as *grammars* consisting of productions for lexical elements or non-terminal syntactic elements (see [Table 6](#)). The body of a production is specified using an Extended Backus Naur Form (EBNF) notation (see [Table 7](#)). The syntactic grammar includes further notations to describe how the concrete syntax maps to the abstract syntax element being synthesized (see [Table 8](#)).

Subclause [8.2.2](#) presents the lexical grammar for KerML. Subclauses [8.2.3](#), [8.2.4](#), and [8.2.5](#) then each present the portion of the syntactic grammar for KerML covering the Root, Core and Kernel Layers of KerML (see 6.1). Each of these subclauses is further divided into subclauses corresponding to each of the packages from the abstract syntax model (see [8.3](#)). The starting production for the syntactic grammar is `RootNamespace` (see [8.2.3.4.1](#)).

**Table 6. Grammar Production Definitions**

<code>LEXICAL_ELEMENT = ...</code>	Define a production for the <code>LEXICAL_ELEMENT</code> .
<code>NonterminalElement :</code> <code>AbstractSyntaxElement = ...</code>	Define a production for the <code>NonterminalElement</code> that synthesizes the <code>AbstractSyntaxElement</code> . If the <code>NonterminalElement</code> has the same name as the <code>AbstractSyntaxElement</code> , then ": <code>AbstractSyntaxElement</code> " may be omitted.

**Table 7. EBNF Notation Conventions**

<b>Lexical element</b>	<code>LEXICAL_ELEMENT</code>
<b>Terminal element</b>	<code>'terminal'</code>
<b>Non-terminal element</b>	<code>NonterminalElement</code>
<b>Sequential elements</b>	<code>Element1 Element2</code>
<b>Alternative elements</b>	<code>Element1   Element2</code>
<b>Optional elements (zero or one)</b>	<code>Element ?</code>
<b>Repeated elements (zero or more)</b>	<code>Element *</code>
<b>Repeated elements (one or more)</b>	<code>Element +</code>
<b>Grouping</b>	<code>( Elements ... )</code>

**Table 8. Abstract Syntax Synthesis Notation**

<b>Property assignment</b>	<code>p = Element</code>	Assign the result of parsing the concrete syntax <code>Element</code> to abstract syntax property <code>p</code> .
----------------------------	--------------------------	--



<b>List property construction</b>	<code>p += Element</code>	Add the result of parsing the concrete syntax <code>Element</code> to the abstract syntax list property <code>p</code> .
<b>Boolean property assignment</b>	<code>p ?= Element</code>	If the concrete syntax <code>Element</code> is parsed, then set the abstract Boolean property <code>p</code> to true.
<b>Non-parsing assignment</b>	<pre>{ p = value } { p += value }</pre>	Assign (or add) the given <code>value</code> to the abstract syntax property <code>p</code> , without parsing any input. The <code>value</code> may be a literal or a reference to another abstract syntax property. The symbol "this" refers to the element being synthesized.
<b>Name resolution</b>	<code>[QualifiedName]</code>	Parse a <code>QualifiedName</code> , then resolve that name to an <code>Element</code> reference (see <a href="#">8.2.3.5</a> ) for use as a value in an assignment as above.

## 8.2.2 Lexical Structure

### 8.2.2.1 Line Terminators and White Space

```

LINE_TERMINATOR =
    implementation defined character sequence
LINE_TEXT =
    character sequence excluding LINE_TERMINATORS
WHITE_SPACE =
    space | tab | form_feed | LINE_TERMINATOR

```

#### Notes.

1. Notation text is divided up into lines separated by *line terminators*. A line terminator may be a single character (such as a line feed) or a sequence of characters (such as a carriage return/line feed combination). This specification does not require any specific encoding for a line terminator, but any encoding used must be consistent throughout any specific input text.
2. Any characters in text line that are not a part of the line terminator are referred to as *line text*.
3. A *white space* character is a space, tab, form feed or line terminator. Any contiguous sequence of white space characters can be used to separate tokens that would otherwise be considered to be part of a single

token. It is otherwise ignored, with the single exception that a line terminator is used to mark the end of a single-line note (see [8.2.2.2](#)).

#### 8.2.2.2 Notes and Comments

```
SINGLE_LINE_NOTE =  
    '/' '/' LINE_TEXT  
  
MULTILINE_NOTE =  
    '/' '/' '*' COMMENT_TEXT '*' '/'  
  
REGULAR_COMMENT =  
    '/' '*' COMMENT_TEXT '*' '/'  
  
COMMENT_TEXT =  
    ( COMMENT_LINE_TEXT | LINE_TERMINATOR ) *  
  
COMMENT_LINE_TEXT =  
    LINE_TEXT excluding the sequence '*' '/'
```

#### 8.2.2.3 Names

```
NAME =  
    BASIC_NAME | UNRESTRICTED_NAME  
  
BASIC_NAME =  
    BASIC_INITIAL_CHARACTER BASIC_NAME_CHARACTER *  
  
UNRESTRICTED_NAME =  
    single_quote ( NAME_CHARACTER | ESCAPE_SEQUENCE ) * single_quote  
    (see Note 1)  
  
BASIC_INITIAL_CHARACTER =  
    ALPHABETIC_CHARACTER | '_'  
  
BASIC_NAME_CHARACTER =  
    BASIC_INITIAL_CHARACTER | DECIMAL_DIGIT  
  
ALPHABETIC_CHARACTER =  
    any character 'a' through 'z' or 'A' through 'Z'  
  
DECIMAL_DIGIT =  
    any character '0' through '9'  
  
NAME_CHARACTER =  
    any printable character other than backslash or single_quote  
  
ESCAPE_SEQUENCE =  
    see Note 2
```

## Notes.

1. The `single_quote` character is `'`. The name represented by an `UNRESTRICTED_NAME` shall consist of the characters *within* the single quotes, with escape characters resolved as described below. The surrounding single quote characters are *not* part of the represented name.
2. An `ESCAPE_SEQUENCE` is a sequence of two text characters starting with a backslash that actually denotes only a single character, except for the newline escape sequence, which represents however many characters is necessary to represent an end of line in a specific implementation (see also [8.2.2.1](#)). [Table 9](#) shows the meaning of the allowed escape sequences. The `ESCAPE_SEQUENCES` in an `UNRESTRICTED_NAME` shall be replaced by the characters specified as their meanings in the actual represented name.

**Table 9. Escape Sequences**

Escape Sequence	Meaning
<code>\'</code>	Single Quote
<code>\"</code>	Double Quote
<code>\b</code>	Backspace
<code>\f</code>	Form Feed
<code>\t</code>	Tab
<code>\n</code>	Line Terminator
<code>\\</code>	Backslash

### 8.2.2.4 Numeric Values

```
DECIMAL_VALUE =  
    DECIMAL_DIGIT+  
  
EXPONENTIAL_VALUE =  
    DECIMAL_VALUE ('e' | 'E') ('+' | '-')? DECIMAL_VALUE
```

## Notes.

1. A `DECIMAL_VALUE` may specify a natural literal, or it may be part of the specification of a real literal (see [8.2.5.8.4](#)). Note that a `DECIMAL_VALUE` does not include a sign, because negating a literal is an operator in the KerML Expression syntax.
2. An `EXPONENTIAL_VALUE` may be used in the specification of a real literal (see [8.2.5.8.4](#)). Note that a decimal point and fractional part are not included in the lexical structure of an exponential value. They are handled as part of the syntax of real literals.

### 8.2.2.5 String Value

```
STRING_VALUE =  
    "'" ( STRING_CHARACTER | ESCAPE_SEQUENCE ) * "'"  
  
STRING_CHARACTER =  
    any printable character other than backslash or '"'
```

#### Notes.

1. ESCAPE\_SEQUENCE is specified in [8.2.2.3](#).

### 8.2.2.6 Reserved Words

A *reserved keyword* is a token that has the lexical structure of a basic name but cannot actually be used as a basic name. The following keywords are so reserved in KerML.

**about abstract alias all and as assign assoc behavior binding bool by chains  
class classifier comment composite conjugate conjugates conjugation connector  
datatype default dependency derived differences disjoining disjoint doc else  
end expr false feature featured featuring filter first flow for from function  
hastype if intersects implies import in inout interaction inv inverse inverting  
istype language member metaclass metadata multiplicity namespace nonunique not  
null of or ordered out package portion predicate private protected public  
readonly redefines redefinition references rep return specialization specializes  
step struct subclassifier subset subsets subtype succession then to true type  
typed typing unions xor**

Tooling for the KerML textual notation should generally highlight keywords relative to other text, for example by using boldface and/or distinctive coloring. However, while keywords are shown in boldface in this specification, the specification does not require any specific highlighting (or any highlighting at all), and KerML textual notation documents are expected to be interchanged as plain text (see also [Clause 10](#) on Model Interchange).

### 8.2.2.7 Symbols

The *symbols* shown below are non-name tokens composed entirely of characters that are not alphanumeric. In some cases these symbols have no meaning themselves, but are used to allow unambiguous separation between other tokens that do have meaning. In other cases, they are distinguished notations in the KerML Expression sublanguage (see [8.2.5.8](#)) that map to particular library Functions or symbolic shorthand for meaningful relationships.

```
( ) { } [ ] ; , ~ @ # % & ^ | * ** + - / ->  
.. : :: :> :>> ::> < <= = := == != > >= ? ??
```

Some symbols are made of multiple characters that may themselves individually be valid symbol tokens. Nevertheless, a multi-symbol token is not considered a combination of the individual symbol tokens. For example, “: :” is considered a single token, not a combination of two “:” tokens. Input characters shall be grouped from left to right to form the longest possible sequence of characters to be grouped into a single token. So “a : : b” would be analyzed into four tokens: “a”, “: :”, “:” and “b” (which, as it turns out, is not a valid sequence of tokens in the KerML textual concrete syntax).

Certain keywords in the concrete syntax have an equivalent symbolic representation. For convenience, the concrete syntax grammar uses the following special lexical terminals, which match either the symbol or the corresponding keyword.

```

TYPED_BY      = ':' | 'typed' 'by'
SPECIALIZES  = ':>' | 'specializes'
SUBSETS       = ':>' | 'subsets'
REFERENCES    = '::~' | 'references'
REDEFINES     = ':>>' | 'redefines'
CONJUGATES    = '~' | 'conjugates'

```

## 8.2.3 Root Concrete Syntax

### 8.2.3.1 Elements and Relationships Concrete Syntax

```

Identification : Element =
  ( '<' declaredShortName = NAME '>' )?
  ( declaredName = NAME )?

RelationshipBody : Relationship =
  ';' | '{' RelationshipOwnedElement* '}'

RelationshipOwnedElement : Relationship =
  ownedRelatedElement += OwnedRelatedElement
  | ownedRelationship += OwnedAnnotation

OwnedRelatedElement : Element =
  NonFeatureElement | FeatureElement

```

### 8.2.3.2 Dependencies Concrete Syntax

```

Dependency =
  ( ownedRelationship += PrefixMetadataAnnotation )*
  'dependency' ( Identification? 'from' )?
  client += [QualifiedName] ( ',' client += [QualifiedName] )* 'to'
  supplier += [QualifiedName] ( ',' supplier += [QualifiedName] )*
  RelationshipBody

```

#### Notes

1. `PrefixMetadataAnnotation` is defined in the Kernel layer (see [8.2.5.12](#)).

### 8.2.3.3 Annotations Concrete Syntax

### 8.2.3.3.1 Annotations

```
Annotation =
    annotatedElement = [QualifiedName]

OwnedAnnotation : Annotation =
    annotatingElement = AnnotatingElement
    { ownedRelatedElement += annotatingElement }

AnnotatingElement =
    Comment
    | Documentation
    | TextualRepresentation
    | MetadataFeature
```

#### Notes

1. `MetadataFeature` is defined in the Kernel layer (see [8.2.5.12](#)).

### 8.2.3.3.2 Comments and Documentation

```
Comment =
    'comment' Identification
    ( 'about' annotation += Annotation
      { ownedRelationship += annotation }
      ( ',' annotation += Annotation
        { ownedRelationship += annotation } ) *
    ) ?
    body = REGULAR_COMMENT

Documentation =
    'doc' Identification
    body = REGULAR_COMMENT
```

#### Notes.

1. The text of a lexical `REGULAR_COMMENT` or `PREFIX_COMMENT` shall be processed as follows before it is included as the body of a `Comment` or `Documentation`:
  1. Remove the initial `/*` and final `*/` characters.
  2. Remove any white space immediately after the initial `/*`, up to and including the first line terminator (if any).
  3. On each subsequent line of the text:
    1. Strip initial white space other than line terminators.
    2. Then, if the first remaining character is `"*"`, remove it.
    3. Then, if the first remaining character is now a space, remove it.

2. The body text of a `Comment` can include markup information (such as HTML), and a conforming tool may display such text as rendered according to the markup. However, marked up "rich text" for a `Comment` written using the KerML textual concrete syntax shall be stored in the `Comment` body in plain text including all mark up text, with all line terminators and white space included as entered, other than what is removed according to the rules above.

#### 8.2.3.3.3 Textual Representation

```
TextualRepresentation =  
  ( 'rep' Identification )?  
  'language' language = STRING_VALUE  
  body = REGULAR_COMMENT
```

#### Notes.

1. The lexical text of a `REGULAR_COMMENT` shall be processed as specified in [8.2.3.3.2](#) for `Comments` before being included as the body of a `TextualRepresentation`.
2. See also [8.3.2.3.6](#) on the standard language names recognized for a `TextualRepresentation`.

#### 8.2.3.4 Namespaces Concrete Syntax

### 8.2.3.4.1 Namespaces

```
RootNamespace : Namespace =
    NamespaceBodyElement*
(See Note 1)

Namespace =
    ( ownedRelationship += PrefixMetadataMember )*
    NamespaceDeclaration NamespaceBody
(See Note 2)

NamespaceDeclaration : Namespace =
    'namespace' Identification

NamespaceBody : Namespace =
    ';' | '{' NamespaceBodyElement* '}'

NamespaceBodyElement : Namespace =
    ownedRelationship += NamespaceMember
    | ownedRelationship += AliasMember
    | ownedRelationship += Import

MemberPrefix : Membership =
    ( visibility = VisibilityIndicator )?

VisibilityIndicator : VisibilityKind =
    'public' | 'private' | 'protected'

NamespaceMember : OwningMembership =
    NonFeatureMember
    | NamespaceFeatureMember

NonFeatureMember : OwningMembership =
    MemberPrefix
    ownedRelatedElement += MemberElement

NamespaceFeatureMember : OwningMembership =
    MemberPrefix
    ownedRelatedElement += FeatureElement

AliasMember : Membership =
    MemberPrefix
    'alias' ( '<' memberShortName = NAME '>' )?
    ( memberName = NAME )?
    'for' memberElement = [Qualified Name]
    RelationshipBody

Qualified Name =
    ( NAME '::' )* NAME
(See Note 3)
```

#### Notes

1. A *root* Namespace is a Namespace that has no owningNamespace (see [8.3.2.4](#)). Every Element other than a root Namespace must be contained, directly or indirectly, within some root Namespace. Therefore, every valid KerML concrete syntax text can be parsed starting from the RootNamespace production.



2. `PrefixMetadataMember` is defined in the Kernel layer (see [8.2.5.12](#)).
3. A qualified name is notated as a sequence of *segment names* separated by ":" punctuation. An *unqualified* name can be considered the degenerate case of a qualified name with a single segment name. A qualified name is used in the KerML textual concrete syntax to identify an `Element` that is being referred to in the representation of another `Element`. A qualified name used in this way does not appear in the corresponding abstract syntax—instead, the abstract syntax representation contains an actual reference to the identified `Element`. *Name resolution* is the process of determining the `Element` that is identified by a qualified name. The segment names of the qualified name other than the last identify a sequence of nested `Namespaces` that provide the context for resolving the final segment name (see [8.2.3.5](#)). The notation `[QualifiedName]` is used in concrete syntax grammar productions to indicate the result of resolving text parsed as a `QualifiedName` (see also [8.2.1](#)).

#### 8.2.3.4.2 Imports

```

Import =
  ( visibility = VisibilityIndicator )?
  'import' ( isImportAll ?= 'all' )?
  ImportDeclaration RelationshipBody

ImportDeclaration : Import
  MembershipImport | NamespaceImport

MembershipImport =
  importedMembership = [QualifiedName]
  ( '::' isRecursive ?= '**' )?
  (see Note 1)

NamespaceImport =
  importedNamespace = [QualifiedName] '::' '*'
  ( '::' isRecursive ?= '**' )?
  | importedNamespace = FilterPackage
  { ownedRelatedElement += importedNamespace }

FilterPackage : Package =
  ownedRelationship += ImportDeclaration
  ( ownedRelationship += FilterPackageMember )+

FilterPackageMember : ElementFilterMembership =
  '[' ownedRelatedElement += OwnedExpression ']'
  { visibility = 'private' }

```

#### Notes

1. The `importedMembership` of a `MembershipImport` is the single case in which the `Element` required from the resolution `[QualifiedName]` is the actual `Membership` identified by the `QualifiedName`, *not* the `memberElement` of that `Membership` (see [8.2.3.5](#)).

### 8.2.3.4.3 Namespace Elements

```
MemberElement : Element =
    AnnotatingElement | NonFeatureElement

NonFeatureElement : Element =
    Dependency
    | Namespace
    | Type
    | Classifier
    | DataType
    | Class
    | Structure
    | Metaclass
    | Association
    | AssociationStructure
    | Interaction
    | Behavior
    | Function
    | Predicate
    | Multiplicity
    | Package
    | LibraryPackage
    | Specialization
    | Conjugation
    | Subclassification
    | Disjoining
    | FeatureInverting
    | FeatureTyping
    | Subsetting
    | Redefinition
    | TypeFeaturing

FeatureElement : Feature =
    Feature
    | Step
    | Expression
    | BooleanExpression
    | Invariant
    | Connector
    | BindingConnector
    | Succession
    | ItemFlow
    | SuccessionItemFlow
```

### 8.2.3.5 Name Resolution

#### 8.2.3.5.1 Name Resolution Overview

A qualified name consists of a sequence of one or more *segment names* (see [8.2.3.4.1](#)). Each segment name is a *simple name*, that is, it is a lexical `NAME` token (see [8.2.2.3](#)). The *qualification part* of a qualified name with more than one segment name is itself a qualified name, consisting of all the segment names of the original qualified name except for the last. For example the qualified name `A : B : C` consists of the segment names `A`, `B` and `C`, and its qualification part is `A : B`.

*Name resolution* is a process for determining the `Element` that is identified by a qualified name. The result of the process is actually a `Membership` relationship identified by the qualified name. However, in all cases but one, the required `Element` to be inserted into the abstract syntax is the `memberElement` of that `Membership`, in which case the metaclass of the `memberElement` must conform to the expected metaclass in the context of the name resolution. The one exception is the resolution of the qualified name for the `importedMembership` of a `MembershipImport` (see [8.2.3.4.2](#)), in which case the required `Element` is the identified `Membership` itself.

The *basic* name resolution process consists of the following two steps. The terms "local Namespace", "visible resolution" and "full resolution" used below are defined in [8.2.3.5.2](#), [8.2.3.5.3](#), and [8.2.3.5.4](#).

1. If the qualified name has only one segment name, then the resolution of the qualified name is the *full resolution* of that segment name relative to the *local Namespace* for the qualified name – unless the local Namespace is a root Namespace, in which case the global Namespace is used instead.
2. Otherwise, resolve the qualification part of the qualified name relative to the local Namespace of the original qualified name. This must resolve to a Namespace, and the resolution of the original qualified name is then the *visible resolution* of its last segment name relative to this Namespace.

If either of the above steps fails, or if the resulting `Element` does not have the proper type for its context, then the qualified name has no resolution, and the parsing of the text containing it fails with a *name resolution error*.

**Note.** The invoking the `Namespace::resolve`, as defined in the abstract syntax (see [8.3.2.4.5](#)), carries out the above basic resolution process with the target Namespace considered as the local Namespace for the given qualified name.

The basic name resolution process is used directly to resolve a qualified name in all cases *except* when the qualified name specifies the `redefinedFeature` of a `Redefinition` with an `owningFeature` that has an `owningType`. In this case, the basic name resolution processes is repeated with the general Type of each `ownedSpecialization` of the `owningType` considered in turn as the local Namespace, until a resolution is found. If no resolution is found for any of these, then the overall resolution fails.

**Note.** When implementing the name resolution process as specified here, some additional points need to be considered.

- The descriptions given in [8.2.3.5.2](#), [8.2.3.5.3](#), and [8.2.3.5.4](#) presume that the derived `membership`, `importedMembership` and (for a Type) `inheritedMembership` properties of a Namespace have been fully computed, including `memberships` resulting from implied `Relationships` (see [8.4.2](#)). However, when parsing a complete KerML concrete syntax text, the values of these properties may themselves be based on other `Relationships` (e.g., `alias Memberships`, `Imports` and `Specializations`) whose target references are given by qualified names that must be resolved. Name resolution must therefore proceed incrementally during a parse, avoiding infinite loops caused by attempting to resolve again names that are already pending resolution. Note, however, that it *is* possible to at least locally resolve a name to a `Membership` in a Namespace without immediately resolving the `memberElement` of that `Membership`.
- Circularity is allowed for `Imports` and `Specializations`. Therefore, when traversing the graph of these `Relationships`, an implementation must avoid re-processing a Namespace that has already been visited.

### 8.2.3.5.2 Local and Global Namespaces

Every Namespace other than a root Namespace (see [8.2.3.4.1](#)) is nested in a containing Namespace called its `owningNamespace` (see [8.3.2.4](#)).

A root Namespace has an implicit containing Namespace known as its *global* Namespace. The global Namespace for a root Namespace includes all the *visible* `Memberships` of all other root Namespaces that are *available* to the

first Namespace, which shall include at least all the root Namespaces from the KerML Model Libraries (see [Clause 9](#)). If a tool imports a *model interchange project* (see [10.3](#)), then the available Namespaces shall also include all the root Namespaces from any used project of the imported project. A conforming tool can also provide means for making additional Namespaces available to a root Namespace, such as by creating a new root Namespace or adding an additional used project.

A qualified name is always used to identify an Element that is a target Element of some *context Relationship*. The *local* Namespace for resolving the qualified name is then determined depending on the kind of context Relationship, as given in the following.

Import (see [8.3.2.4.2](#))

- The local Namespace is the `importOwningNamespace`.

Membership (see [8.3.2.4.3](#))

- If the `membershipOwningNamespace` is a `FeatureReferenceExpression` (see [8.3.4.8.4](#)), then the local Namespace is the *non-invocation* Namespace for the `membershipOwningNamespace`, which is defined to be the nearest containing Namespace that is none of the following:
  - `FeatureReferenceExpression`
  - `InvocationExpression`
  - `ownedFeature` of an `InvocationExpression`
- If the `membershipOwningNamespace` is a `FeatureChainExpression` see [8.3.4.8.3](#), then the local Namespace is the `result` parameter of the argument Expression of the `FeatureChainExpression`.
- Otherwise, the local Namespace is the `membershipOwningNamespace`.

Specialization (see [8.3.3.1.8](#))

- If the Specialization is a `ReferenceSubsetting` (see [8.3.3.3.9](#)), and its `referencingFeature` is an end Feature whose `owningType` is a Connector, then the local Namespace is the `owningNamespace` of the Connector.
- If the Specialization is a `FeatureTyping` (see [8.3.3.3.6](#)), and its `owningFeature` is an `InvocationExpression`, then the local Namespace is the *non-invocation* Namespace for the `owningFeature` (determined as for a `FeatureReferenceExpression` under Membership above).
- Otherwise, if the `owningType` is not null, then the local Namespace is the `owningNamespace` of the `owningType`.
- Otherwise, the local Namespace is the `owningNamespace` of the Specialization.

Conjugation (see [8.3.3.1.2](#))

- If the `owningType` is not null, the local Namespace is the `owningNamespace` of the `owningType`.
- Otherwise, the local Namespace is the `owningNamespace` of the Conjugation.

FeatureChaining (see [8.3.3.3.4](#))

- If the FeatureChaining is the first `ownedFeatureChaining` of its `featureChained`, then the local Namespace is determined as if the `owningRelationship` of the `featureChained` (which will be a Membership, Subsetting or Conjugation) was the context Relationship (see above).
- Otherwise, the local Namespace is the `chainingFeature` of the previous FeatureChaining in the `ownedFeatureChaining` list.

### 8.2.3.5.3 Local and Visible Resolution

A Namespace defines a mapping from names to its memberships, known as the *local resolution* of those names. Each membership of a Namespace is the local resolution for its `memberShortName` and `memberName` (if non-null). Note that this includes owned, imported and (if the Namespace is a Type) inherited Memberships.

**Note.** If the Namespace is well formed, then there can be at most one Membership that is the local resolution of any given name.

The *visible resolution* of a name is similar to its local resolution, but the memberships considered are restricted to those that are *visible* outside the Namespace. The *visible* Memberships of a Namespace shall comprise the following:

- All ownedMemberships of the Namespace with `visibility = public`.
- All importedMemberships of the Namespace that are derived from Import Relationships with `visibility = public`.
- If the Namespace is a Type, then all inheritedMemberships of the Type with `visibility = public`.

### 8.2.3.5.4 Full Resolution

The *full resolution* of a simple name relative to a Namespace considers Memberships not only in that Namespace, but also in directly or indirectly containing Namespaces, all the way out to the global Namespace. Full resolution relative to a Namespace *other* than the global Namespace proceeds as follows:

1. If the name has a local resolution relative to a Namespace (see [8.2.3.5.3](#)), then that is also its full resolution relative to that Namespace.
2. Otherwise:
  - If the Namespace is *not* a root Namespace, then the full resolution of the name relative to the original Namespace is determined as its full resolution relative to the `owningNamespace` of the original Namespace.
  - If the Namespace *is* a root Namespace, then the full resolution of the name resolution relative to the original Namespace is its resolution in the global Namespace.

The resolution of a simple name in the global Namespace is the the Membership in the global Namespace (as defined in [8.2.3.5.2](#)) whose (non-null) `shortMemberName` or `memberName` is equal to the simple name.

**Note.** It is possible that there will be more than one Membership in the global Namespace that resolves a given simple name. In this case, one of these Memberships is chosen for the resolution of the name, but which one is chosen is not otherwise determined by this specification.

## 8.2.4 Core Concrete Syntax

### 8.2.4.1 Types Concrete Syntax

### 8.2.4.1.1 Types

```
Type =
  TypePrefix 'type'
  TypeDeclaration TypeBody

TypePrefix : Type =
  ( isAbstract ?= 'abstract' )?
  ( ownedRelationship += PrefixMetadataMember )*

TypeDeclaration : Type =
  ( isSufficient ?= 'all' )? Identification
  ( ownedRelationship += OwnedMultiplicity )?
  ( SpecializationPart | ConjugationPart )+
  TypeRelationshipPart*

SpecializationPart : Type =
  SPECIALIZES ownedRelationship += OwnedSpecialization
  ( ',' ownedRelationship += OwnedSpecialization )*

ConjugationPart : Type =
  CONJUGATES ownedRelationship += OwnedConjugation

TypeRelationshipPart : Type =
  DisjoiningPart
  | UnioningPart
  | IntersectingPart
  | DifferencingPart

DisjoiningPart : Type =
  'disjoint' 'from' ownedRelationship += OwnedDisjoining
  ( ',' ownedRelationship += OwnedDisjoining )*

UnioningPart : Type =
  'unions' ownedRelationship += Unioning
  ( ',' ownedRelationship += Unioning )*

IntersectingPart : Type =
  'intersects' ownedRelationship += Intersecting
  ( ',' ownedRelationship += Intersecting )*

DifferencingPart : Type =
  'differences' ownedRelationship += Differencing
  ( ',' ownedRelationship += Differencing )*

TypeBody : Type =
  ';' | '{' TypeBodyElement* '}'

TypeBodyElement : Type =
  ownedRelationship += NonFeatureMember
  | ownedRelationship += FeatureMember
  | ownedRelationship += AliasMember
  | ownedRelationship += Import
```

#### 8.2.4.1.2 Specialization

```
Specialization =
  ( 'specialization' Identification )?
  'subtype' SpecificType
  SPECIALIZES GeneralType
  RelationshipBody

OwnedSpecialization : Specialization =
  GeneralType

SpecificType : Specialization :
  specific = [QualifiedName]
  | specific += OwnedFeatureChain
  { ownedRelatedElement += specific }

GeneralType : Specialization =
  general = [QualifiedName]
  | general += OwnedFeatureChain
  { ownedRelatedElement += general }
```

#### 8.2.4.1.3 Conjugation

```
Conjugation =
  ( 'conjugation' Identification )?
  'conjugate'
  ( conjugatedType = [QualifiedName]
  | conjugatedType = FeatureChain
  { ownedRelatedElement += conjugatedType }
  )
  CONJUGATES
  ( originalType = [QualifiedName]
  | originalType = FeatureChain
  { ownedRelatedElement += originalType }
  )
  RelationshipBody

OwnedConjugation : Conjugation =
  originalType = [QualifiedName]
  | originalType = FeatureChain
  { ownedRelatedElement += originalType }
```

#### 8.2.4.1.4 Disjoining

```
Disjoining =
  ( 'disjoining' Identification )?
  'disjoint'
  ( typeDisjoined = [QualifiedName]
  | typeDisjoined = FeatureChain
    { ownedRelatedElement += typeDisjoined }
  )
  'from'
  ( disjoiningType = [QualifiedName]
  | disjoiningType = FeatureChain
    { ownedRelatedElement += disjoiningType }
  )
  RelationshipBody

OwnedDisjoining : Disjoining =
  disjoiningType = [QualifiedName]
  | disjoiningType = FeatureChain
    { ownedRelatedElement += disjoiningType }
```

#### 8.2.4.1.5 Unioning, Intersecting and Differencing

```
Unioning =
  unioningType = [QualifiedName]
  | ownedRelatedElement += OwnedFeatureChain

Intersecting =
  intersectingType = [QualifiedName]
  | ownedRelatedElement += OwnedFeatureChain

Differencing =
  differencingType = [QualifiedName]
  | ownedRelatedElement += OwnedFeatureChain
```

#### 8.2.4.1.6 Feature Membership

```
FeatureMember : OwingMembership =
  TypeFeatureMember
  | OwnedFeatureMember

TypeFeatureMember : OwingMembership =
  MemberPrefix 'member' ownedRelatedElement += FeatureElement

OwnedFeatureMember : FeatureMembership =
  MemberPrefix ownedRelatedElement += FeatureElement
```

#### 8.2.4.2 Classifiers Concrete Syntax



#### 8.2.4.2.1 Classifiers

```
Classifier =
  TypePrefix 'classifier'
  ClassifierDeclaration TypeBody

ClassifierDeclaration : Classifier =
  ( isSufficient ?= 'all' )? Identification
  ( ownedRelationship += OwnedMultiplicity )?
  ( SuperclassingPart | ConjugationPart )?
  RelationshipPart*

SuperclassingPart : Classifier =
  SPECIALIZES ownedRelationship += OwnedSubclassification
  ( ',' ownedRelationship += OwnedSubclassification )*
```

#### 8.2.4.2.2 Subclassification

```
Subclassification =
  ( 'specialization' Identification )?
  'subclassifier' subclassifier = [QualifiedName]
  SPECIALIZES superclassifier = [QualifiedName]
  RelationshipBody

OwnedSubclassification : Subclassification =
  superclassifier = [QualifiedName]
```

#### 8.2.4.3 Features Concrete Syntax

#### 8.2.4.3.1 Features

```

Feature =
    FeaturePrefix
    ( 'feature'? FeatureDeclaration
    | 'feature'
    | ownedRelationship += PrefixMetadataMember
    )
    ValuePart? TypeBody
(See Note 1)

FeaturePrefix : Feature =
    ( direction = FeatureDirection )?
    ( isAbstract ?= 'abstract' )?
    ( isComposite ?= 'composite' | isPortion ?= 'portion' )?
    ( isReadOnly ?= 'readonly' )?
    ( isDerived ?= 'derived' )?
    ( isEnd ?= 'end' )?
    ( ownedRelationship += PrefixMetadataMember )*
(See Note 1)

FeatureDirection : FeatureDirectionKind =
    'in' | 'out' | 'inout'

FeatureDeclaration : Feature =
    ( isSufficient ?= 'all' )?
    ( FeatureIdentification
    ( FeatureSpecializationPart | ConjugationPart )?
    | FeatureSpecializationPart
    | FeatureConjugationPart
    )
    FeatureRelationshipPart*

FeatureIdentification : Feature =
    '<' shortName = NAME '>' ( name = NAME )?
    | name = NAME

FeatureRelationshipPart : Feature =
    TypeRelationshipPart
    | ChainingPart
    | InvertingPart
    | TypeFeaturingPart

ChainingPart : Feature =
    'chains'
    ( ownedRelationship += OwnedFeatureChaining
    | FeatureChain )

InvertingPart : Feature =
    'inverse' 'of' ownedRelationship += OwnedFeatureInverting

TypeFeaturingPart : Feature =
    'featured' 'by' ownedRelationship += OwnedTypeFeaturing
    ( ',' ownedTypeFeaturing += OwnedTypeFeaturing )*

FeatureSpecializationPart : Feature =
    FeatureSpecialization+ MultiplicityPart? FeatureSpecialization*
    | MultiplicityPart FeatureSpecialization*

```

```

MultiplicityPart : Feature =
    ownedRelationship += OwnedMultiplicity
    | ( ownedRelationship += OwnedMultiplicity )?
    ( isOrdered ?= 'ordered' ( {isUnique = false} 'nonunique' )?
    | {isUnique = false} 'nonunique' ( isOrdered ?= 'ordered' )? )

FeatureSpecialization : Feature =
    Typings | Subsettings | References | Redefinitions

Typings : Feature =
    TypedBy ( ',' ownedRelationship += OwnedFeatureTyping )*

TypedBy : Feature =
    TYPED_BY ownedRelationship += OwnedFeatureTyping

Subsettings : Feature =
    Subsets ( ',' ownedRelationship += OwnedSubsetting )*

Subsets : Feature =
    SUBSETS ownedRelationship += OwnedSubsetting

References : Feature =
    REFERENCES ownedRelationship += OwnedReferenceSubsetting

Redefinitions : Feature =
    Redefines ( ',' ownedRelationship += OwnedRedefinition )*

Redefines : Feature =
    REDEFINES ownedRelationship += OwnedRedefinition

```

## Notes

1. PrefixMetadataMember is defined in the Kernel layer (see [8.3.4.12](#)).

### 8.2.4.3.2 Feature Typing

```

FeatureTyping =
    ( 'specialization' Identification )?
    'typing' typedFeature = [Qualified Name]
    TYPED_BY GeneralType
    RelationshipBody

OwnedFeatureTyping : FeatureTyping =
    GeneralType

```

#### 8.2.4.3.3 Subsetting

```
Subsetting =  
  ( 'specialization' Identification )?  
  'subset' SpecificType  
  SUBSETS GeneralType  
  RelationshipBody  
  
OwnedSubsetting : Subsetting =  
  GeneralType  
  
OwnedReferenceSubsetting : ReferenceSubsetting =  
  GeneralType
```

#### 8.2.4.3.4 Redefinition

```
Redefinition =  
  ( 'specialization' Identification )?  
  'redefinition' SpecificType  
  REDEFINES GeneralType  
  RelationshipBody  
  
OwnedRedefinition : Redefinition =  
  GeneralType
```

#### 8.2.4.3.5 Feature Chaining

```
OwnedFeatureChain : Feature =  
  FeatureChain  
  
FeatureChain : Feature =  
  ownedRelationship += OwnedFeatureChaining  
  ( '.' ownedRelationship += OwnedFeatureChaining )+  
  
OwnedFeatureChaining : FeatureChaining =  
  chainingFeature = [QualifiedName]
```

#### 8.2.4.3.6 Feature Inverting

```
FeatureInverting =
  ( 'inverting' Identification? )?
  'inverse'
  ( featureInverted = [QualifiedName]
  | featureInverted = OwnedFeatureChain
    { ownedRelatedElement += featureInverted }
  )
  'of'
  ( invertingFeature = [QualifiedName]
  | ownedRelatedElement += OwnedFeatureChain
    { ownedRelatedElement += invertingFeature }
  )
  RelationshipBody

OwnedFeatureInverting : FeatureInverting =
  invertingFeature = [QualifiedName]
  | invertingFeature = OwnedFeatureChain
    { ownedRelatedElement += invertingFeature }
```

#### 8.2.4.3.7 Type Featuring

```
TypeFeaturing =
  'featuring' ( Identification 'of' )?
  featureOfType = [QualifiedName]
  'by' featuringType = [QualifiedName]
  RelationshipBody

OwnedTypeFeaturing : TypeFeaturing =
  featuringType = [QualifiedName]
```

### 8.2.5 Kernel Concrete Syntax

#### 8.2.5.1 Data Types Concrete Syntax

```
DataType =
  TypePrefix 'datatype'
  ClassifierDeclaration TypeBody
```

#### 8.2.5.2 Classes Concrete Syntax

```
Class =
  TypePrefix 'class'
  ClassifierDeclaration TypeBody
```

### 8.2.5.3 Structures Concrete Syntax

```
Structure =  
  TypePrefix 'struct'  
  ClassifierDeclaration TypeBody
```

### 8.2.5.4 Associations Concrete Syntax

```
Association =  
  TypePrefix 'assoc'  
  ClassifierDeclaration TypeBody  
  
AssociationStructure =  
  TypePrefix 'assoc' 'struct'  
  ClassifierDeclaration TypeBody
```

### 8.2.5.5 Connectors Concrete Syntax

#### 8.2.5.5.1 Connectors

```
Connector =  
  FeaturePrefix 'connector'  
  ConnectorDeclaration TypeBody  
  
ConnectorDeclaration : Connector =  
  BinaryConnectorDeclaration | NaryConnectorDeclaration  
  
BinaryConnectorDeclaration : Connector =  
  ( FeatureDeclaration? 'from' | isSufficient ?= 'all' 'from'? )?  
  ownedRelationship += ConnectorEndMember 'to'  
  ownedRelationship += ConnectorEndMember  
  
NaryConnectorDeclaration : Connector =  
  FeatureDeclaration  
  ( '(' ownedRelationship += ConnectorEndMember ','  
    ownedRelationship += ConnectorEndMember  
    ( ',' ownedRelationship += ConnectorEndMember )* ')' )?  
  
ConnectorEndMember : EndFeatureMembership =  
  ownedRelatedElement += ConnectorEnd  
  
ConnectorEnd : Feature =  
  ( declaredName = NAME REFERENCES )?  
  ownedRelationship += OwnedReferenceSubsetting  
  ( ownedRelationship += OwnedMultiplicity )?
```

#### 8.2.5.5.2 Binding Connectors

```
BindingConnector =  
    FeaturePrefix 'binding'  
    BindingConnectorDeclaration TypeBody  
  
BindingConnectorDeclaration : BindingConnector =  
    FeatureDeclaration  
    ( 'of' ownedRelationship += ConnectorEndMember  
      '=' ownedRelationship += ConnectorEndMember )?  
    | ( isSufficient ?= 'all' )?  
    ( 'of'? ownedRelationship += ConnectorEndMember  
      '=' ownedRelationship += ConnectorEndMember )?
```

#### 8.2.5.5.3 Successions

```
Succession =  
    FeaturePrefix 'succession'  
    SuccessionDeclaration TypeBody  
  
SuccessionDeclaration : Succession =  
    FeatureDeclaration  
    ( 'first' ownedRelationship += ConnectorEndMember  
      'then' ownedRelationship += ConnectorEndMember )?  
    | ( s.isSufficient ?= 'all' )?  
    ( 'first'? ownedRelationship += ConnectorEndMember  
      'then' ownedRelationship += ConnectorEndMember )?
```

#### 8.2.5.6 Behaviors Concrete Syntax

##### 8.2.5.6.1 Behaviors

```
Behavior =  
    TypePrefix 'behavior'  
    ClassifierDeclaration TypeBody
```

##### 8.2.5.6.2 Steps

```
Step =  
    FeaturePrefix  
    'step' FeatureDeclaration ValuePart?  
    TypeBody
```

#### 8.2.5.7 Functions Concrete Syntax



### 8.2.5.7.1 Functions

```
Function =
  TypePrefix 'function'
  ClassifierDeclaration FunctionBody

FunctionBody : Type =
  ';' | '{' FunctionBodyPart '}'

FunctionBodyPart : Type =
  ( TypeBodyElement
  | ownedRelationship += ReturnFeatureMember
  ) *
  ( ownedRelationship += ResultExpressionMember )?

ReturnFeatureMember : ReturnParameterMembership =
  MemberPrefix 'return'
  ownedRelatedElement += FeatureElement

ResultExpressionMember : ResultExpressionMembership =
  MemberPrefix
  ownedRelatedElement += OwnedExpression
```

### 8.2.5.7.2 Expressions

```
Expression =
  FeaturePrefix
  'expr' FeatureDeclaration ValuePart?
  FunctionBody
```

### 8.2.5.7.3 Predicates

```
Predicate =
  TypePrefix 'predicate'
  ClassifierDeclaration FunctionBody
```

### 8.2.5.7.4 Boolean Expressions and Invariants

```
BooleanExpression =
  FeaturePrefix
  'bool' FeatureDeclaration ValuePart?
  FunctionBody

Invariant =
  FeaturePrefix
  'inv' ( 'true' | isNegated ?= 'false' )?
  FeatureDeclaration ValuePart?
  FunctionBody
```

### 8.2.5.8 Expressions Concrete Syntax

#### 8.2.5.8.1 Operator Expressions

```

OwnedExpressionReferenceMember : FeatureMembership =
    ownedRelationship += OwnedExpressionReference

OwnedExpressionReference : FeatureReferenceExpression =
    ownedRelationship += OwnedExpressionMember

OwnedExpressionMember : FeatureMembership =
    ownedFeatureMember = OwnedExpression

OwnedExpression : Expression =
    ConditionalExpression
    | BinaryOperatorExpression
    | UnaryOperatorExpression
    | ClassificationExpression
    | MetaclassificationExpression
    | ExtentExpression
    | PrimaryExpression

ConditionalExpression : OperatorExpression =
    operator = 'if'
    ownedRelationship += ArgumentMember '?'
    ownedRelationship += ArgumentExpressionMember 'else'
    ownedRelationship += ArgumentExpressionMember

ConditionalBinaryOperatorExpression : OperatorExpression =
    ownedRelationship += ArgumentMember
    operator = ConditionalBinaryOperator
    ownedRelationship += ArgumentExpressionMember

ConditionalBinaryOperator =
    '??' | 'or' | 'and' | 'implies'

BinaryOperatorExpression : OperatorExpression =
    ownedRelationship += ArgumentMember
    operator = BinaryOperator
    ownedRelationship += ArgumentMember

BinaryOperator =
    '|' | '&' | 'xor' | '..'
    | '==' | '!=' | '===' | '!==='
    | '<' | '>' | '<=' | '>='
    | '+' | '-' | '*' | '/'
    | '%' | '^' | '**'

UnaryOperatorExpression : OperatorExpression =
    operator = UnaryOperator
    ownedRelationship += ArgumentMember

UnaryOperator =
    '+' | '-' | '~' | 'not'

ClassificationExpression : OperatorExpression =
    ( ownedRelationship += ArgumentMember )?
    ( operator = ClassificationTestOperator
      ownedRelationship += TypeReferenceMember
    | operator = CastOperator
      ownedRelationship += TypeResultMember

```

```

    )

ClassificationTestOperator =
    'istype' | 'hastype' | '@'

CastOperator =
    'as'

MetaclassificationExpression : OperatorExpression =
    ownedRelationship += MetadataArgumentMember
    ( operator = MetaClassificationTestOperator
      ownedRelationship += TypeReferenceMember
    | operator = MetaCastOperator
      ownedRelationship += TypeResultMember
    )

ArgumentMember : ParameterMembership =
    ownedMemberParameter = Argument

Argument : Feature =
    ownedRelationship += ArgumentValue

ArgumentValue : FeatureValue =
    value = OwnedExpression

ArgumentExpressionMember : FeatureMembership =
    ownedRelatedElement += ArgumentExpression

ArgumentExpression : Feature =
    ownedRelationship += ArgumentExpressionValue

ArgumentExpressionValue : FeatureValue =
    value = OwnedExpressionReference

MetadataArgumentMember : ParameterMembership =
    ownedRelatedElement += MetadataArgument

MetadataArgument : Feature =
    ownedRelationship += MetadataValue

MetadataValue : FeatureValue =
    value = MetadataReference

MetadataReference : MetadataAccessExpression =
    referencedElement = [Qualified Name]

MetaclassificationOperator =
    '@@' | 'meta'

ExtentExpression : OperatorExpression =
    operator = 'all'
    ownedRelationship += TypeReferenceMember

TypeReferenceMember : FeatureMembership =
    ownedMemberFeature = TypeReference

TypeResultMember : ResultParameterMembership =

```

```

ownedMemberFeature = TypeReference

TypeReference : Feature =
  ownedRelationship += ReferenceTyping

ReferenceTyping : FeatureTyping =
  type = [QualifiedNames]

```

## Notes.

1. `OperatorExpressions` provide a shorthand notation for `InvocationExpressions` that invoke a library Function represented as an operator *symbol*. [Table 10](#) shows the mapping from operator symbols to the Functions they represent from the Kernel Model Library (see [Clause 9](#)). An `OperatorExpression` contains subexpressions called its *operands* that generally correspond to the argument Expressions of the `OperatorExpression`, except in the case of operators representing *control* Functions, in which case the evaluation of certain operands is as determined by the Function (see [8.4.4.9](#) for details).
2. Though not directly expressed in the syntactic productions given above, in any `OperatorExpression` containing nested `OperatorExpressions`, the nested `OperatorExpressions` shall be implicitly grouped according to the *precedence* of the operators involved, as given in [Table 11](#). `OperatorExpressions` with higher precedence operators shall be grouped more tightly than those with lower precedence operators.
3. The unary operator symbol `~` maps to the library Function `DataFunctions::'~'`, as shown in [Table 10](#). This abstract Function may be given a concrete definition in a domain-specific Function library, but no default definition is provided in the Kernel Functions Library. If no domain-specific definition is available, a tool should give a warning if this operator is used.

**Table 10. Operator Mapping**

Operator	Library Function	Description	Model-Level Evaluable?
<b>all</b>	<code>BaseFunctions::'all'</code>	Type extent	No
<b>istype</b>	<code>BaseFunctions::'istype'</code>	All argument values are directly or indirectly instances of a type	Yes
<b>hastype</b>	<code>BaseFunctions::'hastype'</code>	All argument values are directly instances of a type	Yes
@	<code>BaseFunctions::'@'</code>	Any argument value is directly or indirectly an instance of a type	Yes
@@	<code>BaseFunctions::'@@'</code>	Any argument value is directly or indirectly an instance of a metaclass	Yes
<b>as</b>	<code>BaseFunctions::as</code>	Select instances of type (cast)	Yes
<b>meta</b>	<code>BaseFunctions::meta</code>	Select instances of a metaclass (metacast)	Yes
<b>==</b>	<code>BaseFunctions::'=='</code>	Equality	Yes
<b>!=</b>	<code>BaseFunctions::'!='</code>	Inequality	Yes

Operator	Library Function	Description	Model-Level Evaluable?
===	BaseFunctions::'==='	Same (equality for data values, same lives for occurrences)	Yes
!==	BaseFunctions::'!=='	Not same	Yes
<b>xor</b>	DataFunctions::'xor'	Logical "exclusive or"	Yes
<b>not</b>	DataFunctions::'not'	Logical "not"	Yes
~	DataFunctions::'~'	Undefined	No
	DataFunctions::' '	Logical "inclusive or"	Yes
&	DataFunctions::'&'	Logical "and"	Yes
<	DataFunctions::'<'	Less than	Yes
>	DataFunctions::'>'	Greater than	Yes
<=	DataFunctions::'<='	Less than or equal to	Yes
>=	DataFunctions::'>='	Greater than or equal to	Yes
+	DataFunctions::'+'	Addition	Yes
-	DataFunctions::'-'	Subtraction	Yes
*	DataFunctions::'+'	Multiplication	Yes
/	DataFunctions::'/'	Division	Yes
%	DataFunctions::'%'	Remainder	Yes
^ **	DataFunctions::'^'	Exponentiation	Yes
..	DataFunctions::'..'	Range construction	Yes
??	ControlFunctions::'??'	Null coalescing	Yes
<b>if</b>	ControlFunctions::'if'	Conditional test (ternary)	Yes
<b>or</b>	ControlFunctions::'or'	Conditional "or"	Yes
<b>and</b>	ControlFunctions::'and'	Conditional "and"	Yes
<b>implies</b>	ControlFunctions::'implies'	Conditional "implication"	Yes

**Table 11. Operator Precedence (highest to lowest)**

<i>Unary</i>
<b>all</b>
<b>+</b> <b>-</b> <b>~</b> <b>not</b>
<i>Binary</i>
<b>^</b> <b>**</b>

* / %
+ -
..
< > <= >=
<b>istype hastype @ @@ as meta</b>
== != === !==
& <b>and</b>
<b>xor</b>
<b>or</b>
<b>implies</b>
??
<i>Ternary</i>
<b>if</b>

#### 8.2.5.8.2 Primary Expressions



```

PrimaryExpression : Expression =
    FeatureChainExpression
    | NonFeatureChainPrimaryExpression

PrimaryExpressionMember : FeatureMembership =
    ownedMemberFeature = PrimaryExpression

NonFeatureChainPrimaryExpression : Expression =
    BracketExpression
    | IndexExpression
    | SequenceExpression
    | SelectExpression
    | CollectExpression
    | FunctionOperationExpression
    | BaseExpression

NonFeatureChainPrimaryExpressionMember : FeatureMembership =
    ownedMemberFeature = NonFeatureChainPrimaryExpression

BracketExpression : OperatorExpression =
    ownedRelationship += PrimaryExpressionMember
    operator = '['
    ownedRelationship += SequenceExpressionListMember ']'

IndexExpression : OperatorExpression =
    ownedRelationship += PrimaryExpressionMember
    operator = '#'
    '(' ownedRelationship += SequenceExpressionListMember ')'

SequenceExpression : Expression =
    '(' SequenceExpressionList ')'

SequenceExpressionList : Expression =
    OwnedExpression ',' '?' | SequenceOperatorExpression

SequenceOperatorExpression : OperatorExpression =
    ownedRelationship += OwnedExpressionMember
    operator = ','
    ownedRelationship += SequenceExpressionListMember

SequenceExpressionListMember : FeatureMembership =
    ownedMemberFeature = SequenceExpressionList

FeatureChainExpression : FeatureChainExpression =
    ownedRelationship += NonFeatureChainPrimaryExpressionMember '.'
    ownedRelationship += FeatureChainMember

CollectExpression : CollectExpression =
    ownedRelationship += PrimaryExpressionMember '.'
    ownedRelationship += BodyExpressionMember

SelectExpression : SelectExpression =
    ownedRelationship += PrimaryExpressionMember '.*'
    ownedRelationship += BodyExpressionMember

FunctionOperationExpression : InvocationExpression =
    ownedRelationship += PrimaryExpressionMember '->'

```

```

ownedRelationship += ReferenceTyping
( ownedRelationship += BodyExpressionMember
| ownedRelationship += FunctionReferenceExpressionMember
| ArgumentList )

BodyExpressionMember : FeatureMembership =
    ownedMemberFeature = BodyExpression

FunctionExpressionMember : FeatureMembership =
    ownedMemberFeature = FunctionReferenceExpression

FunctionReferenceExpression : FeatureReferenceExpression =
    ownedRelationship += FunctionReferenceMember

FunctionReferenceMember : FeatureMembership =
    ownedMemberFeature = FunctionReference

FunctionReference : Expression =
    ownedRelationship += ReferenceTyping

FeatureChainMember : Membership =
    FeatureReferenceMember
    | OwnedFeatureChainMember

OwnedFeatureChainMember : OwningMembership =
    ownedMemberElement = FeatureChain

```

## Notes.

1. Primary expressions provide additional shorthand notations for certain kinds of `InvocationExpressions`. For those cases in which the `InvocationExpression` is an `OperatorExpression`, its operator shall be resolved to the appropriate library function as given in [Table 12](#). Note also that, for a `CollectionExpression` or `SelectExpression`, the abstract syntax constrains the operator to be *collect* and *select*, respectively, separately from the `.` and `?.` symbols used in their concrete syntax notation (see [8.3.4.8.2](#) and [8.3.4.8.15](#)).
2. The grammar allows a bracket syntax `[...]` that parses to an invocation of the library `Function` `BaseFunctions:: '['`, as shown in [Table 12](#). This notation is available for use with domain-specific library models that given a concrete definition to the abstract base `' ['` `Function`, but no default definition is provided in the Kernel Functions Library. If no domain-specific definition is available, a tool should give a warning if this operator is used.

**Table 12. Primary Expression Operator Mapping**

Operator	Library Function	Description	Model-level Evaluable?
<code>[</code>	<code>BaseFunctions:: '['</code>	Undefined	No
<code>#</code>	<code>BaseFunctions:: '#'</code>	Indexing	Yes
<code>,</code>	<code>BaseFunctions:: ','</code>	Sequence construction	Yes
<code>.</code>	<code>ControlFunctions:: '.'</code>	Feature chaining	Yes
<code>collect</code>	<code>ControlFunctions:: collect</code>	Sequence collection	Yes
<code>select</code>	<code>ControlFunctions:: select</code>	Sequence selection	Yes

### 8.2.5.8.3 Base Expressions

```

BaseExpression : Expression =
    NullExpression
    | LiteralExpression
    | FeatureReferenceExpression
    | MetadataAccessExpression
    | InvocationExpression
    | BodyExpression

NullExpression : NullExpression =
    'null' | '(' ' ' ')'

FeatureReferenceExpression : FeatureReferenceExpression =
    ownedRelationship += FeatureReferenceMember

FeatureReferenceMember : Membership =
    memberElement = FeatureReference

FeatureReference : Feature =
    [QualifiedName]

MetadataAccessExpression =
    referenceElement = [QualifiedName] '.' 'metadata'

InvocationExpression : InvocationExpression =
    ownedRelationship += ( OwnedFeatureTyping | OwnedSubsetting )
    ArgumentList
    (See Note 1)

ArgumentList : InvocationExpression =
    '(' ( PositionalArgumentList | NamedArgumentList )? ')'

PositionalArgumentList : InvocationExpression =
    e.ownedRelationship += ArgumentMember
    ( ',' e.ownedRelationship += ArgumentMember ) *

NamedArgumentList : InvocationExpression =
    ownedRelationship += NamedArgumentMember
    ( ',' ownedRelationship += NamedArgumentMember ) *

NamedArgumentMember : FeatureMembership =
    ownedMemberFeature = NamedArgument

NamedArgument : Feature =
    ownedRelationship += ParameterRedefinition '='
    ownedRelationship += ArgumentValue

ParameterRedefinition : Redefinition =
    redefinedFeature = [QualifiedName]

BodyExpression : FeatureReferenceExpression =
    ownedRelationship += ExpressionBodyMember

ExpressionBodyMember : FeatureMembership =
    ownedMemberFeature = ExpressionBody

ExpressionBody : Expression =
    '{' FunctionBodyPart '}'

```

## Notes

1. The first ownedRelationship of an InvocationExpression should be parsed as a FeatureTyping if the target Type is a Classifier and as a Subsetting if the target Type is a Feature.

### 8.2.5.8.4 Literal Expressions

```
LiteralExpression =  
    LiteralBoolean  
    | LiteralString  
    | LiteralInteger  
    | LiteralReal  
    | LiteralInfinity  
  
LiteralBoolean =  
    value = BooleanValue  
  
BooleanValue : Boolean =  
    'true' | 'false'  
  
LiteralString =  
    value = STRING_VALUE  
  
LiteralInteger =  
    value = DECIMAL_VALUE  
  
LiteralReal =  
    value = RealValue  
  
RealValue : Real =  
    DECIMAL_VALUE? '.' ( DECIMAL_VALUE | EXPONENTIAL_VALUE )  
    | EXPONENTIAL_VALUE  
  
LiteralInfinity =  
    '*'
```

### 8.2.5.9 Interactions Concrete Syntax

#### 8.2.5.9.1 Interactions

```
Interaction =  
    TypePrefix 'interaction'  
    ClassifierDeclaration TypeBody
```

### 8.2.5.9.2 Item Flows

```
ItemFlow =
    FeaturePrefix 'flow'
    ItemFlowDeclaration TypeBody

SuccessionItemFlow =
    FeaturePrefix 'succession' 'flow'
    ItemFlowDeclaration TypeBody

ItemFlowDeclaration : ItemFlow =
    ( FeatureDeclaration ValuePart?
      ( 'of' ownedRelationship += ItemFeatureMember )?
      ( 'from' ownedRelationship += ItemFlowEndMember
        'to' ownedRelationship += ItemFlowEndMember )?
    | ( isSufficient ?= 'all' )?
      ownedRelationship += ItemFlowEndMember 'to'
      ownedRelationship += ItemFlowEndMember

ItemFeatureMember : FeatureMembership =
    ownedRelatedElement = ItemFeature

ItemFeature : Feature =
    Identification ItemFeatureSpecializationPart ValuePart?
    | ( ownedRelationship += OwnedFeatureTyping
      ( ownedRelationship += OwnedMultiplicity )?
    | ownedRelationship += OwnedMultiplicity
      ( ownedRelationship += OwnedFeatureTyping )?

ItemFeatureSpecializationPart : Feature =
    FeatureSpecialization+ MultiplicityPart?
    FeatureSpecialization*
    | MultiplicityPart FeatureSpecialization+

ItemFlowEndMember : EndFeatureMembership =
    ownedRelatedElement += ItemFlowEnd

ItemFlowEnd : ItemFlowEnd =
    ( ownedRelationship += OwnedReferenceSubsetting '.' )?
    ownedRelationship += ItemFlowFeatureMember

ItemFlowFeatureMember : FeatureMembership =
    ownedRelatedElement += ItemFlowFeature

ItemFlowFeature : Feature =
    ownedRelationship += ItemFlowRedefinition

ItemFlowRedefinition : Redefinition =
    redefinedFeature = [QualifiedName]
```

### 8.2.5.10 Feature Values Concrete Syntax

```
ValuePart : Feature =
    ownedRelationship += FeatureValue

FeatureValue =
    ( '='
    | isInitial ?= ':= '
    | isDefault ?= 'default' ( '=' | isInitial ?= ':= ' )?
    )
    ownedRelatedElement += OwnedExpression
```

### 8.2.5.11 Multiplicities Concrete Syntax

```
Multiplicity =
    MultiplicitySubset | MultiplicityRange

MultiplicitySubset : Multiplicity =
    'multiplicity' Identification Subsets
    TypeBody

MultiplicityRange =
    'multiplicity' Identification MultiplicityBounds
    TypeBody

OwnedMultiplicity : OwningMembership =
    ownedRelatedElement += OwnedMultiplicityRange

OwnedMultiplicityRange : MultiplicityRange =
    MultiplicityBounds

MultiplicityBounds : MultiplicityRange =
    '[' ( ownedRelationship += MultiplicityExpressionMember '..' )?
        ownedRelationship += MultiplicityExpressionMember ']'

MultiplicityExpressionMember : OwningMembership =
    ownedRelatedElement += ( LiteralExpression | FeatureReferenceExpression )
```

### 8.2.5.12 Metadata Concrete Syntax

```
Metaclass =
  TypePrefix 'metaclass'
  ClassifierDeclaration TypeBody

PrefixMetadataAnnotation : Annotation =
  '#' ownedRelatedElement += PrefixMetadataFeature

PrefixMetadataMember : OwningMembership =
  '#' ownedRelatedElement += PrefixMetadataFeature

PrefixMetadataFeature : MetadataFeature :
  ownedRelationship += OwnedFeatureTyping

MetadataFeature =
  ( '@' | 'metadata' )
  MetadataFeatureDeclaration
  ( 'about' annotation += Annotation
    { ownedRelationship += annotation }
    ( ',' annotation += Annotation
      { ownedRelationship += annotation } ) *
  ) ?
  MetadataBody

MetadataFeatureDeclaration : MetadataFeature =
  ( Identification ( ':' | 'typed' 'by' ) ) ?
  ownedRelationship += OwnedFeatureTyping

MetadataBody : Feature =
  ';' | '{' ( ownedRelationship += MetadataBodyElement ) * '}'

MetadataBodyElement : Membership =
  NonFeatureMember
  | MetadataBodyFeatureMember
  | AliasMember
  | Import

MetadataBodyFeatureMember : FeatureMembership =
  ownedMemberFeature = MetadataBodyFeature

MetadataBodyFeature : Feature =
  'feature'? ( ':>' | 'redefines'? ownedRelationship += OwnedRedefinition
  FeatureSpecializationPart? ValuePart?
  MetadataBody
```



### 8.2.5.13 Packages Concrete Syntax

```
Package =
    ( ownedRelationship += PrefixMetadataMember ) *
    PackageDeclaration PackageBody

LibraryPackage =
    ( isStandard ?= 'standard' ) 'library'
    ( ownedRelationship += PrefixMetadataMember ) *
    PackageDeclaration PackageBody

PackageDeclaration : Package =
    'package' Identification

PackageBody : Package =
    ';'
    | '{' ( NamespaceBodyElement
        | ownedRelationship += ElementFilterMember
        ) *
    '}'

ElementFilterMember : ElementFilterMembership =
    MemberPrefix
    'filter' condition = OwnedExpression ';'

```

## 8.3 Abstract Syntax

### 8.3.1 Abstract Syntax Overview

The KerML abstract syntax is specified as a UML model conforming to the CMOF conformance point of the Meta Object Facility Core Specification [MOF]. As shown in [Fig. 1](#), this model is divided into three top-level packages corresponding to the three layers of KerML (see [8.1](#)). Each top-level package contains nested packages for the modeling areas it addresses. Further, the Core package imports the Root package and the Kernel package imports the Core package, so that the Kernel package contains (as owned or imported members) all abstract syntax elements. [Fig. 2](#) shows the generalization hierarchy for all abstract syntax elements, other than those that represent KerML Relationships, and [Fig. 3](#) shows a similar hierarchy for all abstract syntax elements that represent Relationships.

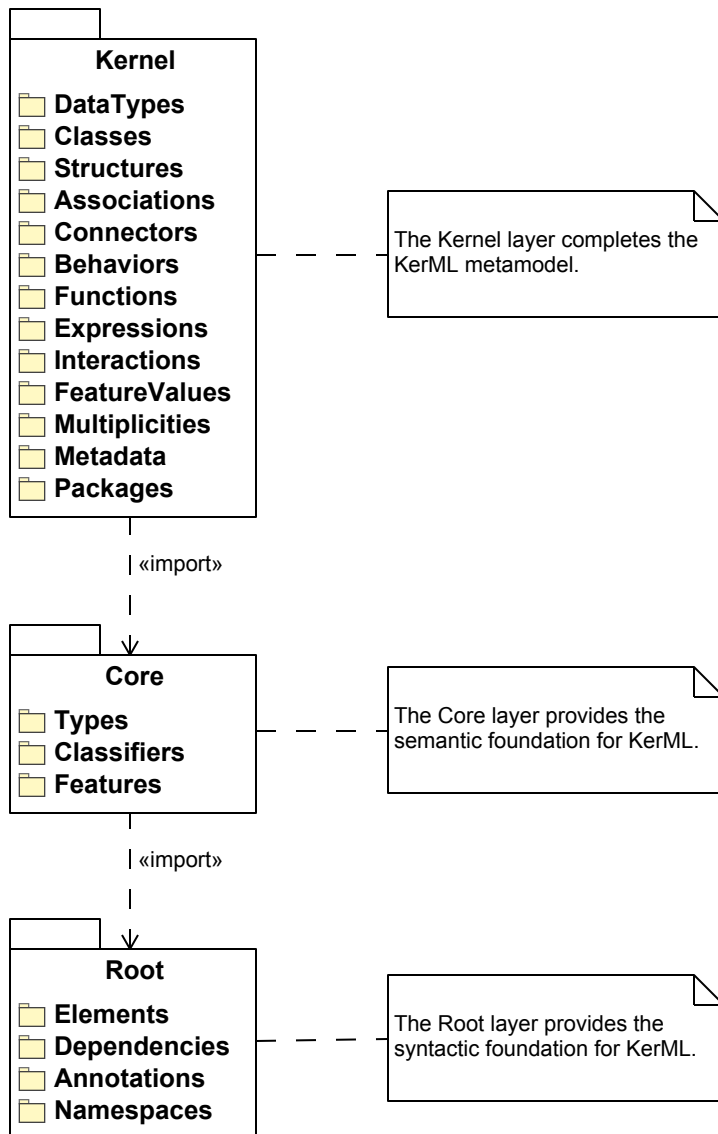


Figure 1. KerML Syntax Layers

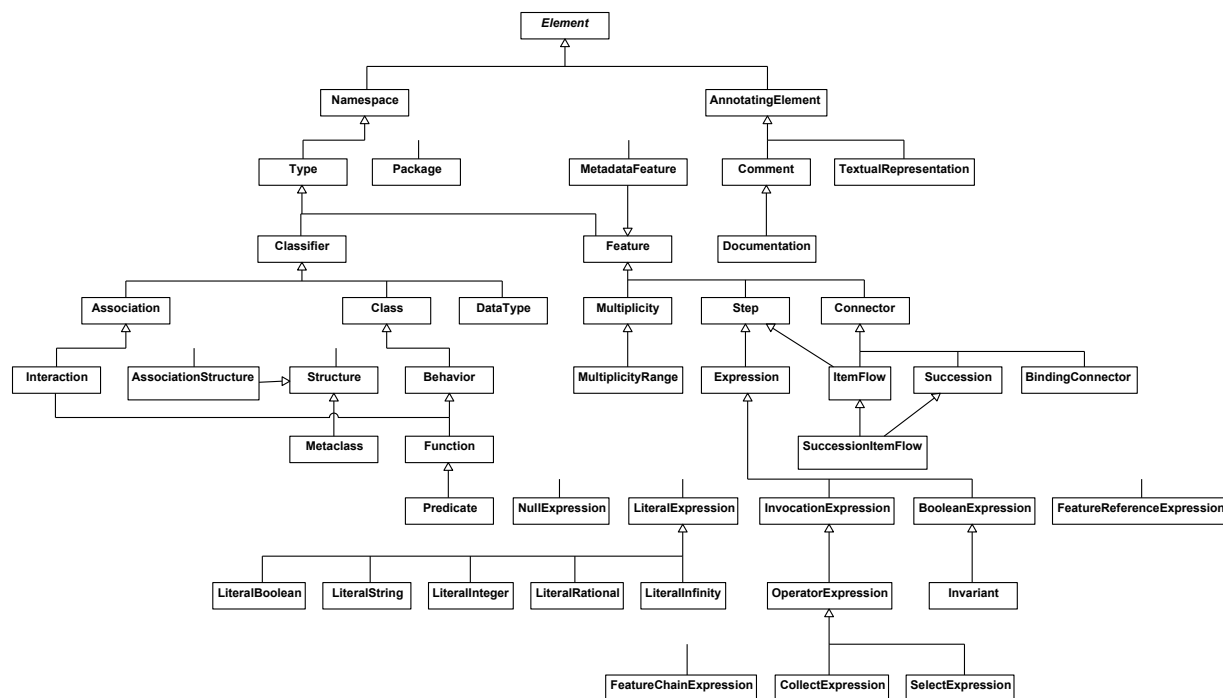


Figure 2. KerML Element Hierarchy

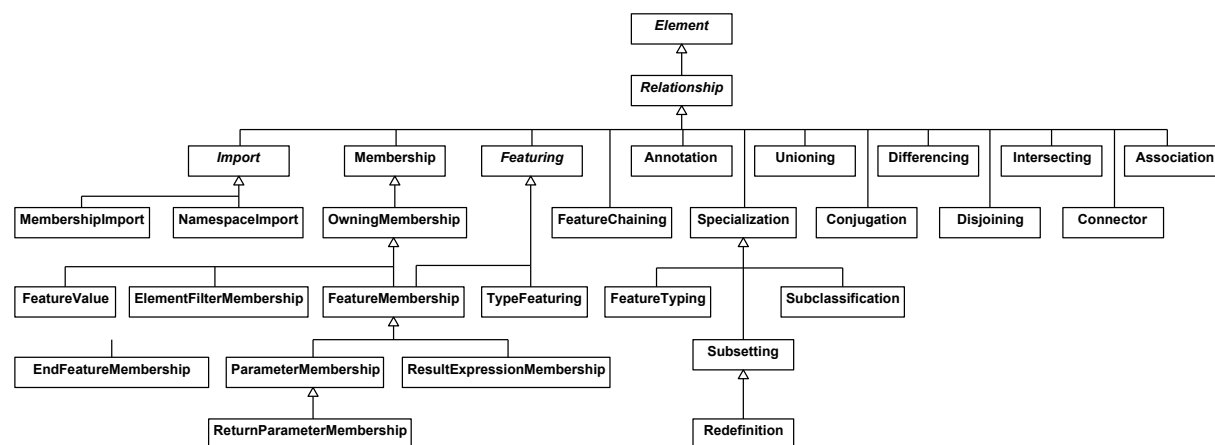


Figure 3. KerML Relationship Hierarchy

The MOF-compliant class model for the abstract syntax defines the basic structural representation for any KerML model. It is also the basis for the textual concrete syntax (see [8.2](#)) and for other forms of serialization used for interchanging models (see [Clause 10](#)). In addition to this basic structure, the abstract syntax also includes *constraints* defined on various metaclasses. A conformant tool shall be able to accept any KerML model that conforms to the structural abstract syntax class model, and it may then additionally report on and/or enforce the constraints on a model so represented (as further described below).

The abstract syntax model includes three kinds of constraints:

1. *Derivation constraints*. These constraints specify the how the values of the derived properties of a metaclass are computed from the values of other properties in the abstract syntax model. A tool conformant to the KerML abstract syntax shall always enforce derivation constraints. However, the computed values of derived properties may depend on whether implied relationships are included in the

model or not (see below). A derivation constraint has a name starting with the word `derive`, followed by the name of the metaclass it constrains, followed by the name of the derived property it is for. The OCL specification of such a constraint always has the form of an equality, with the derived property on the left-hand side and the derivation expression on the right-hand side. For example, the derivation constraint for the derived property `Element::ownedElement` is called `deriveElementOwnedElement` and has the OCL specification `ownedElement = ownedRelationship.ownedRelatedElement`.

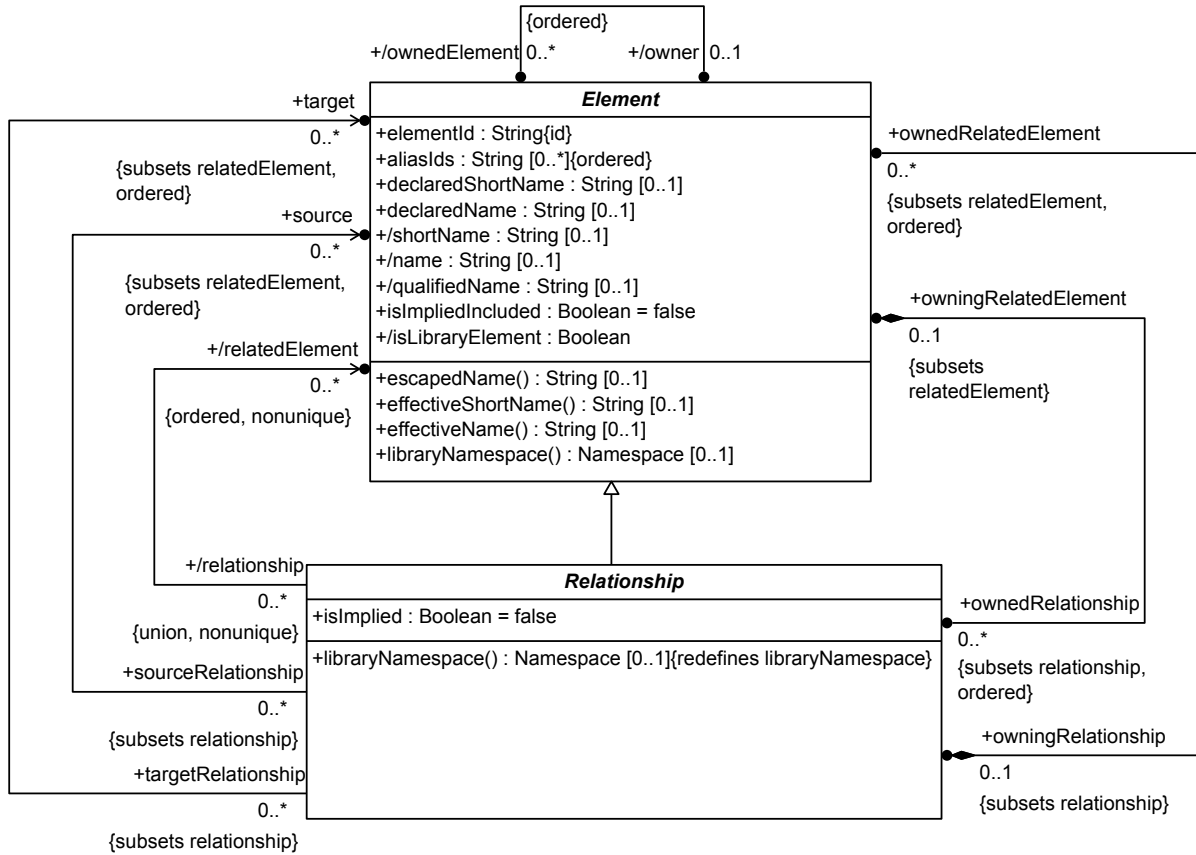
**Note.** Derivation constraints are *not* included for derived properties in the following cases:

- The derived property subsets a property with multiplicity upper bound 1. In this case, if the derived property has a value, it must be the same as that of the subsetted property.
  - The derived property redefines another derived property. In this case, the derivation of the redefined property also applies to the redefining property, though the redefining property will generally place additional constraints on type and/or multiplicity.
2. *Semantic constraints.* These constraints specify relationships that are semantically required in a KerML model (see [8.4.2](#)), particularly relationships with elements in the Kernel Semantic Library (see [9.2](#)). These constraints may be violated by a model as entered by a user or as interchanged. In this case, a tool may satisfy the constraints by introducing *implied relationships* into the model, it may simply report their violation, or it may ignore the violations. Semantic constraints have names that start with the word `check`, followed by the name of the constrained metaclass, followed by a descriptive word or phrase. For example, `checkTypeSpecialization`.
  3. *Validation constraints.* These constraints specify additional syntactic conditions that must be satisfied in order to give a model a proper semantic interpretation. They are written presuming that all semantic constraints are satisfied. A *valid* model is a model that satisfies all validation constraints. A tool conformant to the KerML abstract syntax should report violations of validation constraints. A tool conformant to the KerML semantics is only required to operate on valid models. Validation constraints have names that start with the word `validate`, followed by the name of the metaclass, followed by a descriptive word or phrase. For example, `validateConnectorRelatedFeatures`.

## 8.3.2 Root Abstract Syntax

### 8.3.2.1 Elements and Relationships Abstract Syntax

### 8.3.2.1.1 Overview



**Figure 4. Elements**

It is a general design principle of the KerML abstract syntax that non-Relationship Elements are related only by reified instances of Relationships. All other meta-associations between Elements are derived from these reified Relationships. For example, the owningRelatedElement/ownedRelationship meta-association between an Element and a Relationship is fundamental to establishing the structure of a model. However, the owner/ownedElement meta-association between two Elements is derived, based on the Relationship structure between them.

### 8.3.2.1.2 Element

#### Description

An Element is a constituent of a model that is uniquely identified relative to all other Elements. It can have Relationships with other Elements. Some of these Relationships might imply ownership of other Elements, which means that if an Element is deleted from a model, then so are all the Elements that it owns.

#### General Classes

None.

#### Attributes

aliasIds : String [0..\*] {ordered}

Various alternative identifiers for this `Element`. Generally, these will be set by tools.

`declaredName` : String [0..1]

The declared name of this `Element`.

`declaredShortName` : String [0..1]

An optional alternative name for the `Element` that is intended to be shorter or in some way more succinct than its primary `name`. It may act as a modeler-specified identifier for the `Element`, though it is then the responsibility of the modeler to maintain the uniqueness of this identifier within a model or relative to some other context.

`/documentation` : Documentation [0..\*] {subsets `ownedElement`, `annotatingElement`, ordered}

The Documentation owned by this `Element`.

`elementId` : String

The globally unique identifier for this `Element`. This is intended to be set by tooling, and it must not change during the lifetime of the `Element`.

`isImpliedIncluded` : Boolean

Whether all necessary implied Relationships have been included in the `ownedRelationships` of this `Element`. This property may be true, even if there are not actually any `ownedRelationships` with `isImplied` = true, meaning that no such Relationships are actually implied for this `Element`. However, if it is false, then `ownedRelationships` may *not* contain any implied Relationships. That is, either *all* required implied Relationships must be included, or none of them.

`/isLibraryElement` : Boolean

Whether this `Element` is contained in the ownership tree of a library model.

`/name` : String [0..1]

The name to be used for this `Element` during name resolution within its `owningNamespace`. This is derived using the `effectiveName()` operation. By default, it is the same as the `declaredName`, but this is overridden for certain kinds of `Elements` to compute a name even when the `declaredName` is null.

`/ownedAnnotation` : Annotation [0..\*] {subsets `ownedRelationship`, `annotation`, ordered}

The `ownedRelationships` of this `Element` that are Annotations, for which this `Element` is the `annotatedElement`.

`/ownedElement` : Element [0..\*] {ordered}

The `Elements` owned by this `Element`, derived as the `ownedRelatedElements` of the `ownedRelationships` of this `Element`.

`ownedRelationship` : Relationship [0..\*] {subsets `relationship`, ordered}

The Relationships for which this `Element` is the `owningRelatedElement`.

`/owner` : Element [0..1]

The owner of this Element, derived as the `owningRelatedElement` of the `owningRelationship` of this Element, if any.

`/owningMembership : OwingMembership [0..1] {subsets owningRelationship, membership}`

The `owningRelationship` of this Element, if that Relationship is a Membership.

`/owningNamespace : Namespace [0..1] {subsets namespace}`

The Namespace that owns this Element, which is the `membershipOwningNamespace` of the `owningMembership` of this Element, if any.

`owningRelationship : Relationship [0..1] {subsets relationship}`

The Relationship for which this Element is an `ownedRelatedElement`, if any.

`/qualifiedName : String [0..1]`

The full ownership-qualified name of this Element, represented in a form that is valid according to the KerML textual concrete syntax for qualified names (including use of unrestricted name notation and escaped characters, as necessary). The `qualifiedName` is null if this Element has no `owningNamespace` or if there is not a complete ownership chain of named Namespaces from a root Namespace to this Element.

`/shortName : String [0..1]`

The short name to be used for this Element during name resolution within its `owningNamespace`. This is derived using the `effectiveShortName()` operation. By default, it is the same as the `declaredShortName`, but this is overridden for certain kinds of Elements to compute a `shortName` even when the `declaredName` is null.

`/textualRepresentation : TextualRepresentation [0..*] {subsets ownedElement, annotatingElement, ordered}`

The `TextualRepresentations` that annotate this Element.

## Operations

`effectiveName() : String [0..1]`

Return an effective name for this Element. By default this is the same as its `declaredName`.

**body:** `declaredName`

`effectiveShortName() : String [0..1]`

Return an effective `shortName` for this Element. By default this is the same as its `declaredShortName`.

**body:** `declaredShortName`

`escapedName() : String [0..1]`

Return `name`, if that is not null, otherwise the `shortName`, if that is not null, otherwise null. If the returned value is non-null, it is returned as-is if it has the form of a basic name, or, otherwise, represented as a restricted name according to the lexical structure of the KerML textual notation (i.e., surrounded by single quote characters and with special characters escaped).

`libraryNamespace() : Namespace [0..1]`

By default, return the library Namespace of the owningRelationship of this Element, if it has one.

```
body: if owningRelationship <> null then owningRelationship.libraryNamespace()
else null endif
```

### Constraints

#### deriveElementDocumentation

The documentation of an Element is its ownedElements that are Documentation.

```
documentation = ownedElement->selectByKind(Documentation)
```

#### deriveElementIsLibraryElement

An Element isLibraryElement if libraryNamespace() is not null.

```
isLibraryElement = libraryNamespace() <>null
```

#### deriveElementName

The name of an Element is given by the result of the effectiveName() operation.

```
name = effectiveName()
```

#### deriveElementOwnedAnnotation

The ownedAnnotations of an Element are its ownedRelationships that are Annotations.

```
ownedAnnotation = ownedRelationship->
  selectByKind(Annotation)->
  select(a | a.annotatedElement = self)
```

#### deriveElementOwnedElement

The ownedElements of an Element are the ownedRelatedElements of its ownedRelationships.

```
ownedElement = ownedRelationship.ownedRelatedElement
```

#### deriveElementOwner

The owner of an Element is the owningRelatedElement of its owningRelationship.

```
owner = owningRelationship.owningRelatedElement
```

#### deriveElementQualifiedName

If this Element does not have an owningNamespace, then its qualifiedName is null. If the owningNamespace of this Element is a root Namespace, then the qualifiedName of the Element is the escaped name of the Element (if any). If the owningNamespace is non-null but not a root Namespace, then the qualifiedName of this Element is constructed from the qualifiedName of the owningNamespace and the escaped name of the Element, unless the qualifiedName of the owningNamespace is null or the escaped name is null, in which case the qualifiedName of this Element is also null.

```
qualifiedName =
  if owningNamespace = null then null
```



```

else if owningNamespace.owner = null then escapedName()
else if owningNamespace.qualifiedName = null or
    escapedName() = null then null
else owningNamespace.qualifiedName + '::' + escapedName()
endif endif endif

```

#### deriveElementShortName

The shortName of an Element is given by the result of the effectiveShortName() operation.

```
shortName = effectiveShortName()
```

#### deriveElementTextualRepresentation

The textualRepresentations of an Element are its ownedElements that are TextualRepresentations.

```
textualRepresentation = ownedElement->selectByKind(TextualRepresentation)
```

#### deriveOwningNamespace

The owningNamespace of an Element is the membershipOwningNamespace of its owningMembership (if any).

```

owningNamespace =
    if owningMembership = null then null
    else owningMembership.membershipOwningNamespace
endif

```

#### validateElementIsImpliedIncluded

If an Element has any ownedRelationships for which isImplied = true, then the Element must also have isImpliedIncluded = true. (Note that an Element *can* have isImplied = true even if no ownedRelationships have isImplied = true, indicating the Element simply has no implied Relationships.

```
ownedRelationship->exists(isImplied) implies isImpliedIncluded
```

### 8.3.2.1.3 Relationship

#### Description

A Relationship is an Element that relates other Element. Some of its relatedElements may be owned, in which case those ownedRelatedElements will be deleted from a model if their owningRelationship is. A Relationship may also be owned by another Element, in which case the ownedRelatedElements of the Relationship are also considered to be transitively owned by the owningRelatedElement of the Relationship.

The relatedElements of a Relationship are divided into source and target Elements. The Relationship is considered to be directed from the source to the target Elements. An undirected Relationship may have either all source or all target Elements.

A "relationship Element" in the abstract syntax is generically any Element that is an instance of either Relationship or a direct or indirect specialization of Relationship. Any other kind of Element is a "non-relationship Element". It is a convention of that non-relationship Elements are *only* related via reified relationship Elements. Any meta-associations directly between non-relationship Elements must be derived from underlying reified Relationship.

## General Classes

Element

### Attributes

isImplied : Boolean

Whether this Relationship was generated by tooling to meet semantic rules, rather than being directly created by a modeler.

ownedRelatedElement : Element [0..\*] {subsets relatedElement, ordered}

The `relatedElements` of this Relationship that are owned by the Relationship.

owningRelatedElement : Element [0..1] {subsets relatedElement}

The `relatedElement` of this Relationship that owns the Relationship, if any.

/relatedElement : Element [0..\*] {ordered, nonunique}

The Elements that are related by this Relationship, derived as the union of the `source` and `target` Elements of the Relationship.

source : Element [0..\*] {subsets relatedElement, ordered}

The `relatedElements` from which this Relationship is considered to be directed.

target : Element [0..\*] {subsets relatedElement, ordered}

The `relatedElements` to which this Relationship is considered to be directed.

### Operations

libraryNamespace() : Namespace [0..1]

Return whether this Relationship has either an `owningRelatedElement` or `owningRelationship` that is a library element.

```
body: if owningRelatedElement <> null then owningRelatedElement.libraryNamespace()  
else if owningRelationship <> null then owningRelationship.libraryNamespace()  
else null endif endif
```

### Constraints

deriveRelationshipRelatedElement

The `relatedElements` of a Relationship consist of all of its `source` Elements followed by all of its `target` Elements.

```
relatedElement = source->union(target)
```

#### 8.3.2.2 Dependencies Abstract Syntax

### 8.3.2.2.1 Overview

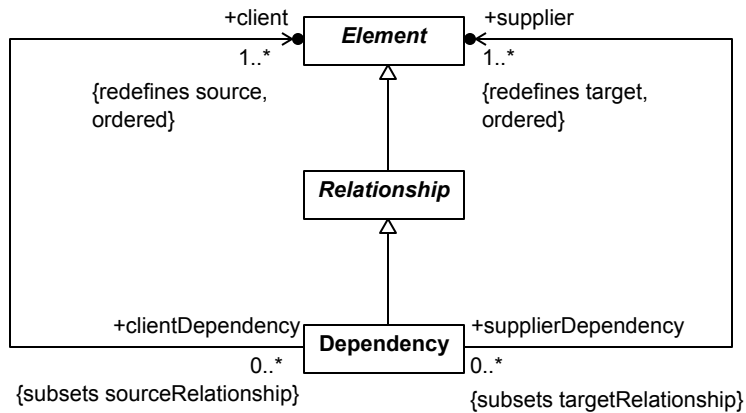


Figure 5. Dependencies

### 8.3.2.2.2 Dependency

#### Description

A **Dependency** is a **Relationship** that indicates that one or more **client** **Elements** require one more **supplier** **Elements** for their complete specification. In general, this means that a change to one of the **supplier** **Elements** may necessitate a change to, or re-specification of, the **client** **Elements**.

Note that a **Dependency** is entirely a model-level **Relationship**, without instance-level semantics.

#### General Classes

**Relationship**

#### Attributes

**client** : **Element** [1..\*] *{redefines source, ordered}*

The **Element** or **Elements** dependent on the **supplier** **Elements**.

**supplier** : **Element** [1..\*] *{redefines target, ordered}*

The **Element** or **Elements** on which the **client** **Elements** depend in some respect.

#### Operations

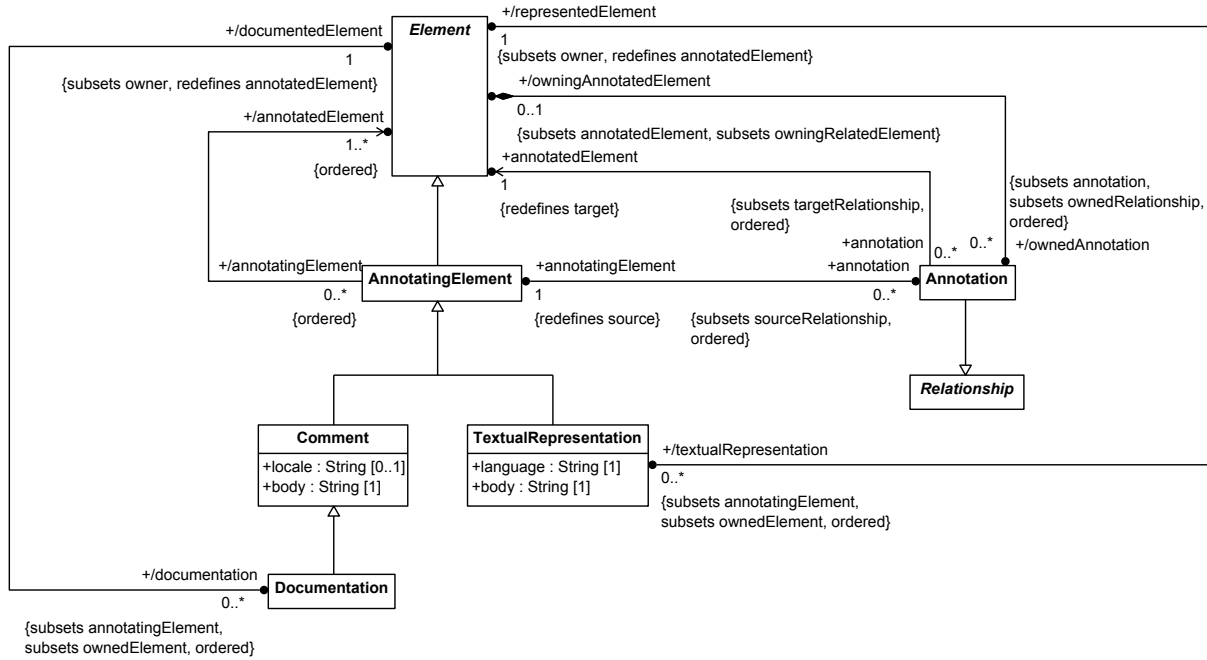
None.

#### Constraints

None.

### 8.3.2.3 Annotations Abstract Syntax

### 8.3.2.3.1 Overview



**Figure 6. Annotation**

The textualAnnotations of an Element are its annotatingElements that are TextualRepresentations.

### 8.3.2.3.2 AnnotatingElement

#### Description

An AnnotatingElement is an Element that provides additional description of or metadata on some other Element. An AnnotatingElement is either attached to its annotatedElements by Annotation Relationships, or it implicitly annotates its owningNamespace.

#### General Classes

Element

#### Attributes

/annotatedElement : Element [1..\*] {ordered}

The Elements that are annotated by this AnnotatingElement. If annotation is not empty, these are the annotatedElements of the annotations. If annotation is empty, then it is the owningNamespace of the AnnotatingElement.

annotation : Annotation [0..\*] {subsets sourceRelationship, ordered}

The Annotations that relate this AnnotatingElement to its annotatedElements.

#### Operations

None.

## Constraints

deriveAnnotatingElementAnnotatedElement

If an AnnotatingElement has annotations, then its annotatedElements are the annotatedElements of all its annotations. Otherwise, it's single annotatedElement is its owningNamespace.

```
annotatedElement =  
  if annotation->notEmpty() then annotation.annotatedElement  
  else Sequence{owningNamespace} endif
```

### 8.3.2.3.3 Annotation

#### Description

An Annotation is a Relationship between an AnnotatingElement and the Element that is annotated by that AnnotatingElement.

#### General Classes

Relationship

#### Attributes

annotatedElement : Element {redefines target}

The Element that is annotated by the annotatingElement of this Annotation.

annotatingElement : AnnotatingElement {redefines source}

The AnnotatingElement that annotates the annotatedElement of this Annotation.

/owningAnnotatedElement : Element [0..1] {subsets annotatedElement, owningRelatedElement}

The annotatedElement of this Annotation, when it is also its owningRelatedElement.

#### Operations

None.

#### Constraints

None.

### 8.3.2.3.4 Comment

#### Description

A Comment is an AnnotatingElement whose body in some way describes its annotatedElements.

#### General Classes

AnnotatingElement

#### Attributes

body : String

The annotation text for the `Comment`.

locale : String [0..1]

Identification of the language of the `body` text and, optionally, the region and/or encoding. The format shall be a POSIX locale conformant to ISO/IEC 15897, with the format `[language[_territory][.codeset][@modifier]]`.

### Operations

None.

### Constraints

None.

## 8.3.2.3.5 Documentation

### Description

`Documentation` is a `Comment` that specifically documents a `documentedElement`, which must be its `owner`.

### General Classes

`Comment`

### Attributes

`/documentedElement` : `Element` {subsets `owner`, redefines `annotatedElement`}

The `Element` that is documented by this `Documentation`.

### Operations

None.

### Constraints

None.

## 8.3.2.3.6 TextualRepresentation

### Description

A `TextualRepresentation` is an `AnnotatingElement` whose `body` represents the `representedElement` in a given language. The `representedElement` must be the `owner` of the `TextualRepresentation`. The named `language` can be a natural language, in which case the `body` is an informal representation, or an artificial language, in which case the `body` is expected to be a formal, machine-parsable representation.

If the named `language` of a `TextualRepresentation` is machine-parsable, then the `body` text should be legal input text as defined for that `language`. The interpretation of the named `language` string shall be case insensitive. The following `language` names are defined to correspond to the given standard languages:

kerml	Kernel Modeling Language
ocl	Object Constraint Language
alf	Action Language for fUML

Other specifications may define specific language strings, other than those shown above, to be used to indicate the use of languages from those specifications in KerML `TextualRepresentation`.

If the language of a `TextualRepresentation` is "kerml", then the body text shall be a legal representation of the representedElement in the KerML textual concrete syntax. A conforming tool can use such a `TextualRepresentation` Annotation to record the original KerML concrete syntax text from which an Element was parsed. In this case, it is a tool responsibility to ensure that the body of the `TextualRepresentation` remains correct (or the Annotation is removed) if the annotated Element changes other than by re-parsing the body text.

An Element with a `TextualRepresentation` in a language other than KerML is essentially a semantically "opaque" Element specified in the other language. However, a conforming KerML tool may interpret such an element consistently with the specification of the named language.

### General Classes

AnnotatingElement

### Attributes

body : String

The textual representation of the representedElement in the given language.

language : String

The natural or artificial language in which the body text is written.

/representedElement : Element {subsets owner, redefines annotatedElement}

The Element that is represented by this `TextualRepresentation`.

### Operations

None.

### Constraints

None.

### 8.3.2.4 Namespaces Abstract Syntax

### 8.3.2.4.1 Overview

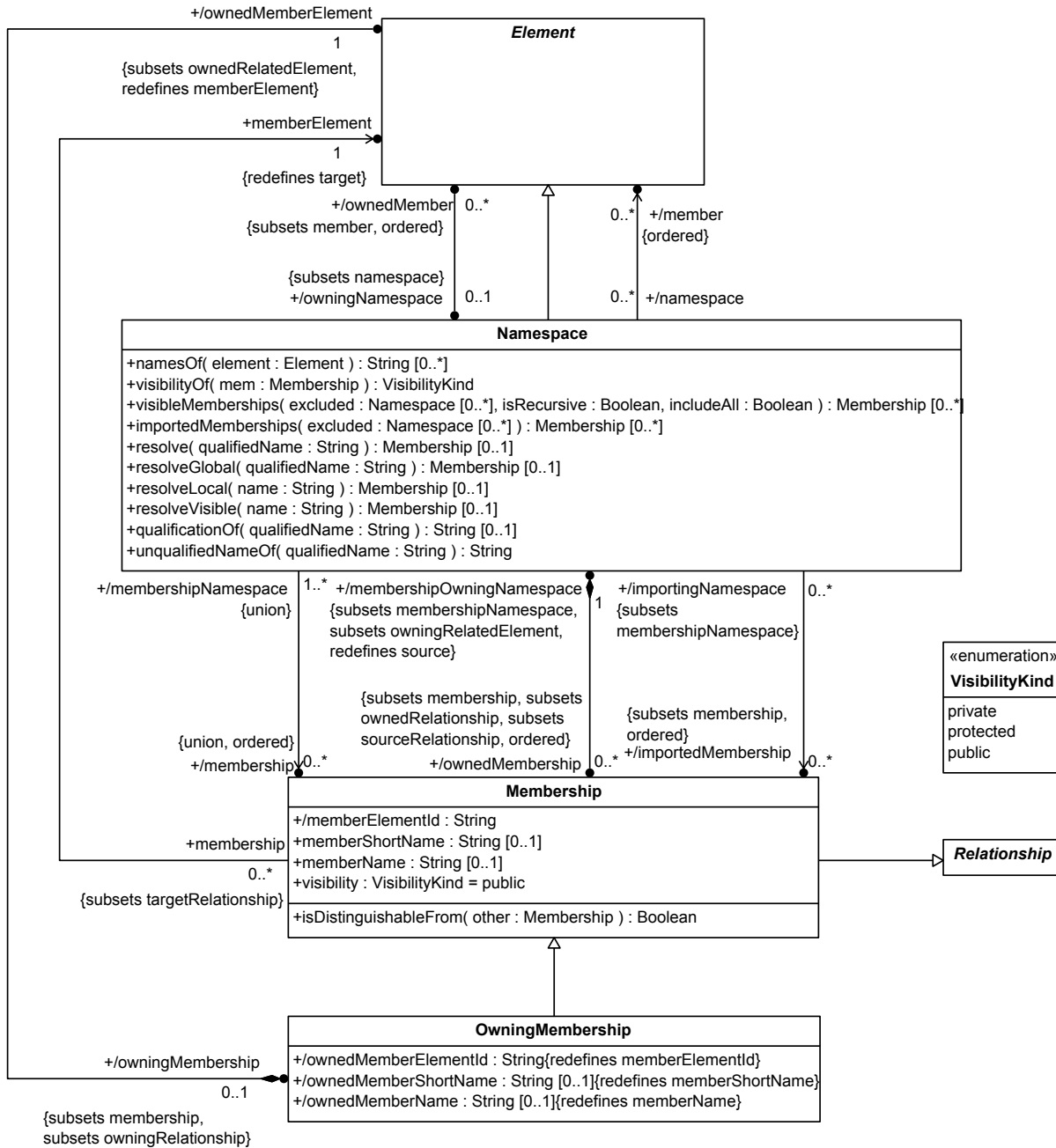
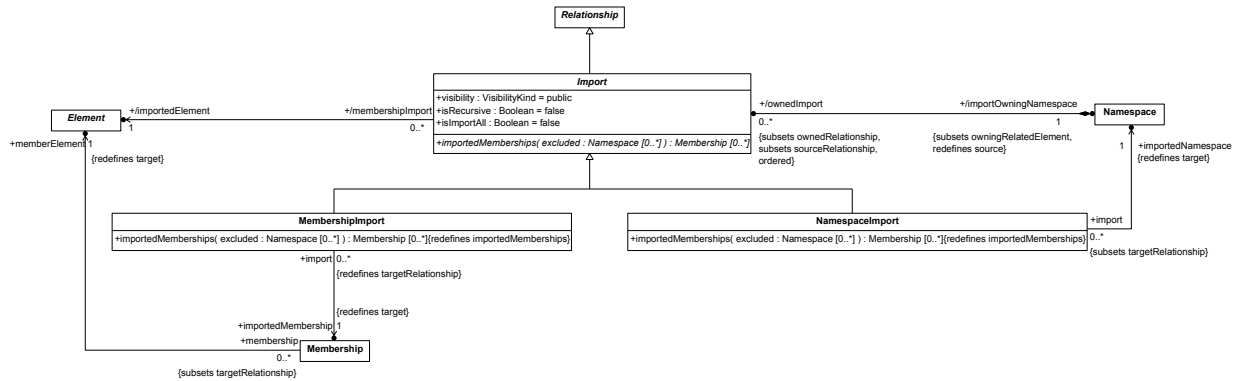


Figure 7. Namespaces





**Figure 8. Imports**

### 8.3.2.4.2 Import

#### Description

An Import is an Relationship between its importOwningNamespace and either a Membership (for a MembershipImport) or another Namespace (for a NamespaceImport), which determines a set of Memberships that become importedMemberships of the importOwningNamespace. If isImportAll = false (the default), then only public Memberships are considered "visible". If isImportAll = true, then all Memberships are considered "visible", regardless of their declared visibility. If isRecursive = true, then visible Memberships are also recursively imported from owned sub-Namespaces.

#### General Classes

Relationship

#### Attributes

/importedElement : Element

The effectively imported Element for this Import. For a MembershipImport, this is the memberElement of the importedMembership. For a NamespaceImport, it is the importedNamespace.

/importOwningNamespace : Namespace {subsets owningRelatedElement, redefines source}

The Namespace into which Memberships are imported by this Import, which must be the owningRelatedElement of the Import.

isImportAll : Boolean

Whether to import memberships without regard to declared visibility.

isRecursive : Boolean

Whether to recursively import Memberships from visible, owned sub-Namespaces.

visibility : VisibilityKind

The visibility level of the imported members from this Import relative to the importOwningNamespace.

#### Operations

`importedMemberships(excluded : Namespace [0..*]) : Membership [0..*]`

Returns Memberships that are to become `importedMemberships` of the `importOwningNamespace`. (The `excluded` parameter is used to handle the possibility of circular Import Relationships.)

### Constraints

None.

## 8.3.2.4.3 Membership

### Description

A `Membership` is a `Relationship` between a `Namespace` and an `Element` that indicates the `Element` is a member of (i.e., is contained in) the `Namespace`. Any `memberNames` specify how the `memberElement` is identified in the `Namespace` and the `visibility` specifies whether or not the `memberElement` is publicly visible from outside the `Namespace`.

If a `Membership` is an `OwningMembership`, then it owns its `memberElement`, which becomes an `ownedMember` of the `membershipOwningNamespace`. Otherwise, the `memberNames` of a `Membership` are effectively aliases within the `membershipOwningNamespace` for an `Element` with a separate `OwningMembership` in the same or a different `Namespace`.

### General Classes

`Relationship`

### Attributes

`memberElement : Element {redefines target}`

The `Element` that becomes a member of the `membershipOwningNamespace` due to this `Membership`.

`/memberElementId : String`

The `elementId` of the `memberElement`.

`memberName : String [0..1]`

The name of the `memberElement` relative to the `membershipOwningNamespace`.

`/membershipOwningNamespace : Namespace {subsets membershipNamespace, owningRelatedElement, redefines source}`

The `Namespace` of which the `memberElement` becomes a member due to this `Membership`.

`memberShortName : String [0..1]`

The short name of the `memberElement` relative to the `membershipOwningNamespace`.

`visibility : VisibilityKind`

Whether or not the `Membership` of the `memberElement` in the `membershipOwningNamespace` is publicly visible outside that `Namespace`.

## Operations

`isDistinguishableFrom(other : Membership) : Boolean`

Whether this `Membership` is distinguishable from a given other `Membership`. By default, this is true if this `Membership` has no `memberShortName` or `memberName`; or each of the `memberShortName` and `memberName` are different than both of those of the other `Membership`; or neither of the metaclasses of the `memberElement` of this `Membership` and the `memberElement` of the other `Membership` conform to the other. But this may be overridden in specializations of `Membership`.

```
body: not (memberElement.oclKindOf(other.memberElement.oclType()) or
  other.memberElement.oclKindOf(memberElement.oclType())) or
(shortMemberName = null or
  (shortMemberName <> other.shortMemberName and
    shortMemberName <> other.memberName)) and
(memberName = null or
  (memberName <> other.shortMemberName and
    memberName <> other.memberName))
```

## Constraints

`deriveMembershipMemberElementId`

The `memberElementId` of a `Membership` is the `elementId` of its `memberElement`.

```
memberElementId = memberElement.elementId
```

### 8.3.2.4.4 MembershipImport

#### Description

A `MembershipImport` is an `Import` that imports its `importedMembership` into the `importOwningNamespace`. If `isRecursive = true` and the `memberElement` of the `importedMembership` is a `Namespace`, then the equivalent of a recursive `NamespaceImport` is also performed on that `Namespace`.

#### General Classes

`Import`

#### Attributes

`importedMembership : Membership {redefines target}`

The `Membership` to be imported.

#### Operations

`importedMemberships(excluded : Namespace [0..*]) : Membership [0..*]`

Returns at least the `importedMembership`. If `isRecursive = true` and the `memberElement` of the `importedMembership` is a `Namespace`, then `Memberships` are also recursively imported from that `Namespace`.

```
body: if not isRecursive or
  not importedElement.oclIsKindOf(Namespace) or
  excluded->includes(importedElement)
then Sequence{importedMembership}
```

```

else importedElement.oclaSType (Namespace) .
    visibleMemberships(excluded, true, importAll)->
    prepend(importedMembership)
endif

```

## Constraints

deriveMembershipImportImportedElement

The importedElement of a MembershipImport is the memberElement of its importedMembership.

```
importedElement = importedMembership.memberElement
```

### 8.3.2.4.5 Namespace

#### Description

A Namespace is an Element that contains other Element, known as its members, via Membership Relationships with those Elements. The members of a Namespace may be owned by the Namespace, aliased in the Namespace, or imported into the Namespace via Import Relationships with other Namespace.

A Namespace can provide names for its members via the memberNames and memberShortNames specified by the Memberships in the Namespace. If a Membership specifies a memberName and/or memberShortName, then that those are names of the corresponding memberElement relative to the Namespace. For an OwningMembership, the owningMemberName and owningMemberShortName are given by the Element name and shortName. Note that the same Element may be the memberElement of multiple Memberships in a Namespace (though it may be owned at most once), each of which may define a separate alias for the Element relative to the Namespace.

#### General Classes

Element

#### Attributes

/importedMembership : Membership [0..\*] {subsets membership, ordered}

The Memberships in this Namespace that result from the ownedImports of this Namespace.

/member : Element [0..\*] {ordered}

The set of all member Elements of this Namespace, which are the memberElements of all memberships of the Namespace.

/membership : Membership [0..\*] {ordered, union}

All Memberships in this Namespace, including (at least) the union of ownedMemberships and importedMemberships.

/ownedImport : Import [0..\*] {subsets sourceRelationship, ownedRelationship, ordered}

The ownedRelationships of this Namespace that are Imports, for which the Namespace is the importOwningNamespace.

/ownedMember : Element [0..\*] {subsets member, ordered}

The owned members of this Namespace, which are the ownedMemberElements of the ownedMemberships of the

/ownedMembership : Membership [0..\*] {subsets membership, sourceRelationship, ownedRelationship, ordered}

The ownedRelationships of this Namespace that are Memberships, for which the Namespace is the membershipOwningNamespace.

## Operations

importedMemberships(excluded : Namespace [0..\*]) : Membership [0..\*]

Derive the imported Memberships of this Namespace as the importedMembership of all ownedImports, excluding those Imports whose importOwningNamespace is in the excluded set, and excluding Memberships that have distinguishability collisions with each other or with any ownedMembership.

**body:** ownedImport.importedMemberships(excluded->including(self))

namesOf(element : Element) : String [0..\*]

Return the names of the given element as it is known in this Namespace.

**body:** let elementMemberships : Sequence(Membership) =  
memberships->select(memberElement = element) in  
memberships.memberShortName->  
union(memberships.memberName)->  
asSet()

qualificationOf(qualifiedName : String) : String [0..1]

Return a string with valid KerML syntax representing the qualification part of a given qualifiedName, that is, a qualified name with all the segment names of the given name except the last. If the given qualifiedName has only one segment, then return null.

**body:** No OCL

resolve(qualifiedName : String) : Membership [0..1]

Resolve the given qualified name to the named Membership (if any), starting with this Namespace as the local scope. The qualified name string must conform to the concrete syntax of the KerML textual notation. According to the KerML name resolution rules every qualified name will resolve to either a single Membership, or to none.

**body:** let qualification : String = qualificationOf(qualifiedName) in  
let name : String = unqualifiedNameOf(qualifiedName) in  
if qualification = null then resolveLocal(name)  
else  
let namespace : Element = resolve(qualification) in  
if namespace = null or not namespace.ocIsKindOf(Namespace) then null  
else namespace.ocAsType(Namespace).resolveVisible(name) endif  
endif

resolveGlobal(qualifiedName : String) : Membership [0..1]

Resolve the given qualified name to the named Membership (if any) in the effective global Namespace that is the outermost naming scope. The qualified name string must conform to the concrete syntax of the KerML textual notation.

**body:** No OCL

**resolveLocal**(name : String) : Membership [0..1]

Resolve a simple name starting with this Namespace as the local scope, and continuing with containing outer scopes as necessary. However, if this Namespace is a root Namespace, then the resolution is done directly in global scope.

```
body: if owningNamespace = null then resolveGlobal(name)
else
  let memberships : Membership = membership->
    select(memberShortName = name or memberName = name) in
  if memberships->notEmpty() then memberships->first()
  else owningNamespace.resolveLocal(name)
endif
endif
```

**resolveVisible**(name : String) : Membership [0..1]

Resolve a simple name from the visible Memberships of this Namespace.

```
body: let memberships : Sequence(Membership) =
  visibleMemberships(Set{}, false, false)->
  select(memberShortName = name or memberName = name) in
if memberships->isEmpty() then null
else memberships->first()
endif
```

**unqualifiedNameOf**(qualifiedName : String) : String

Return the simple name that is the last segment name of the given qualifiedName. If this segment name has the form of a KerML unrestricted name, then "unescape" it by removing the surrounding single quotes and replacing all escape sequences with the specified character.

**body:** No OCL

**visibilityOf**(mem : Membership) : VisibilityKind

Returns this visibility of mem relative to this Namespace. If mem is an importedMembership, this is the visibility of its Import. Otherwise it is the visibility of the Membership itself.

```
body: if importedMembership->includes(mem) then
  ownedImport->
    select(importedMemberships(Set{})->includes(mem)) .
    first().visibility
else if memberships->includes(mem) then
  mem.visibility
else
  VisibilityKind::private
endif
```

**visibleMemberships**(excluded : Namespace [0..\*], isRecursive : Boolean, includeAll : Boolean) : Membership [0..\*]

If includeAll = true, then return all the Memberships of this Namespace. Otherwise, return only the publicly visible Memberships of this Namespace (which includes those ownedMemberships that have a visibility of public and those importedMemberships imported with a visibility of public). If isRecursive = true, also recursively include all visible Memberships of any visible owned Namespaces.

```

body: let visibleMemberships : Sequence(Membership) =
  if includeAll then memberships
  else ownedMembership->
    select(visibility = VisibilityKind::public)->
    union(ownedImport->
      select(visibility = VisibilityKind::public).
      importedMemberships(excluded->including(self)))
  endif in
if not isRecursive then visibleMemberships
else visibleMemberships->union(visibleMemberships->
  selectAsKind(Namespace).
  visibleMemberships(excluded->including(self), true, includeAll))
endif

```

## Constraints

### deriveNamespaceImportedMembership

The `importedMemberships` of a `Namespace` are derived using the `importedMemberships()` operation, with no initially excluded `Namespaces`.

```
importedMembership = importedMemberships(Set{})
```

### deriveNamespaceMembers

The `members` of a `Namespace` are the `memberElements` of all its `memberships`.

```
member = membership.memberElement
```

### deriveNamespaceOwnedImport

The `ownedImports` of a `Namespace` are all its `ownedRelationships` that are `Imports`.

```
ownedImport = ownedRelationship->selectByKind(Import)
```

### deriveNamespaceOwnedMember

The `ownedMembers` of a `Namespace` are the `ownedMemberElements` of all its `ownedMemberships` that are `OwningMemberships`.

```
ownedMember = ownedMembership->selectByKind(OwningMembership).ownedMemberElement
```

### deriveNamespaceOwnedMembership

The `ownedMemberships` of a `Namespace` are all its `ownedRelationships` that are `Memberships`.

```
ownedMembership = ownedRelationship->selectByKind(Membership)
```

### validateNamespaceDistinguishability

All `memberships` of a `Namespace` must be distinguishable from each other.

```
membership->forall(m1 |
  membership->forall(m2 |
    m1 <> m2 implies m1.isDistinguishableFrom(m2)))

```

#### 8.3.2.4.6 NamespaceImport

##### Description

A `NamespaceImport` is an `Import` that imports `Memberships` from its `importedNamespace` into the `importOwningNamespace`. If `isRecursive = false`, then only the visible `Memberships` of the `importOwningNamespace` are imported. If `isRecursive = true`, then, in addition, `Memberships` are recursively imported from any `ownedMembers` of the `importedNamespace` that are `Namespaces`.

##### General Classes

`Import`

##### Attributes

`importedNamespace` : `Namespace` {redefines target}

The `Namespace` whose visible `Memberships` are imported by this `NamespaceImport`.

##### Operations

`importedMemberships(excluded : Namespace [0..*]) : Membership [0..*]`

Returns at least the visible `Memberships` of the `importedNamespace`. If `isRecursive = true`, then `Memberships` are also recursively imported from any `ownedMembers` of the `importedNamespace` that are themselves `Namespaces`.

**body:** if `excluded->includes(importedNamespace)` then `Sequence{}`  
else `importedNamespace.visibleMemberships(excluded, isRecursive, isImportAll)`

##### Constraints

`deriveNamespaceImportImportedElement`

The `importedElement` of a `NamespaceImport` is its `importedNamespace`.

`importedElement = importedNamespace`

#### 8.3.2.4.7 VisibilityKind

##### Description

`VisibilityKind` is an enumeration whose literals specify the visibility of a `Membership` of an `Element` in a `Namespace` outside of that `Namespace`. Note that "visibility" specifically restricts whether an `Element` in a `Namespace` may be referenced by name from outside the `Namespace` and only otherwise restricts access to an `Element` as provided by specific constraints in the abstract syntax (e.g., preventing the import or inheritance of private `Elements`).

##### General Classes

`None`.

##### Literal Values

`private`



Indicates a `Membership` is not visible outside its owning `Namespace`.

`protected`

An intermediate level of visibility between `public` and `private`. By default, it is equivalent to `private` for the purposes of normal access to and import of `Elements` from a `Namespace`. However, other `Relationships` may be specified to include `Memberships` with `protected` visibility in the list of `memberships` for a `Namespace` (e.g., `Specialization`).

`public`

Indicates that a `Membership` is publicly visible outside its owning `Namespace`.

### 8.3.2.4.8 OwningMembership

#### Description

An `OwningMembership` is a `Membership` that owns its `memberElement` as a `ownedRelatedElement`. The `ownedMemberElementM` becomes an `ownedMember` of the `membershipOwningNamespace`.

#### General Classes

`Membership`

#### Attributes

`/ownedMemberElement : Element {subsets ownedRelatedElement, redefines memberElement}`

The `Element` that becomes an `ownedMember` of the `membershipOwningNamespace` due to this `OwningMembership`.

`/ownedMemberElementId : String {redefines memberElementId}`

The `elementId` of the `ownedMemberElement`.

`/ownedMemberName : String [0..1] {redefines memberName}`

The name of the `ownedMemberElement`.

`/ownedMemberShortName : String [0..1] {redefines memberShortName}`

The `shortName` of the `ownedMemberElement`.

#### Operations

None.

#### Constraints

`deriveOwningMembershipOwnedMemberName`

The `ownedMemberName` of an `OwningMembership` is the name of its `ownedMemberElement`.

`ownedMemberName = ownedMemberElement.name`

deriveOwningMembershipOwnedMemberShortName

The `ownedMemberShortName` of an `OwningMembership` is the `shortName` of its `ownedMemberElement`.

`ownedMemberShortName = ownedMemberElement.shortName`

## 8.3.3 Core Abstract Syntax

### 8.3.3.1 Types Abstract Syntax

#### 8.3.3.1.1 Overview

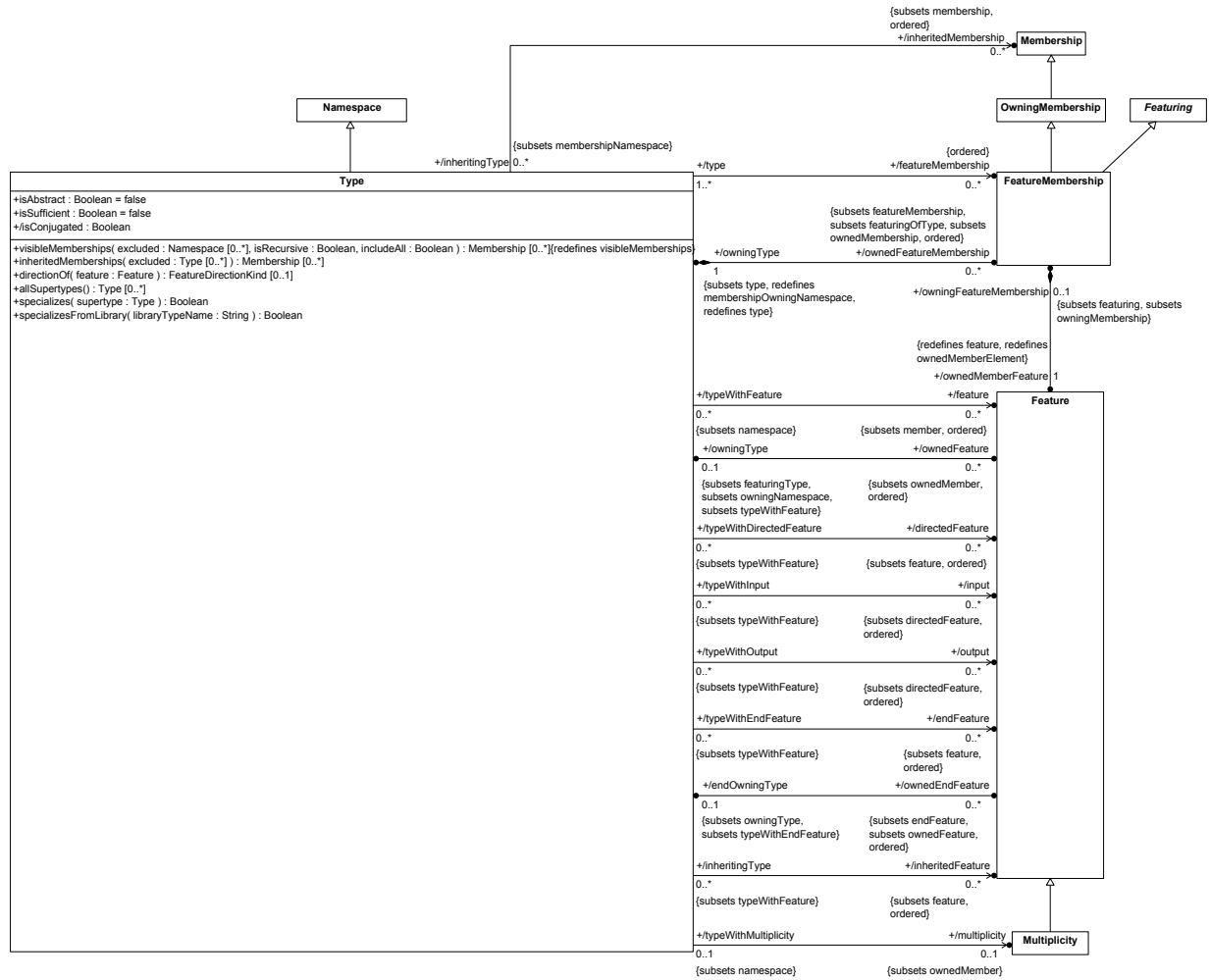


Figure 9. Types

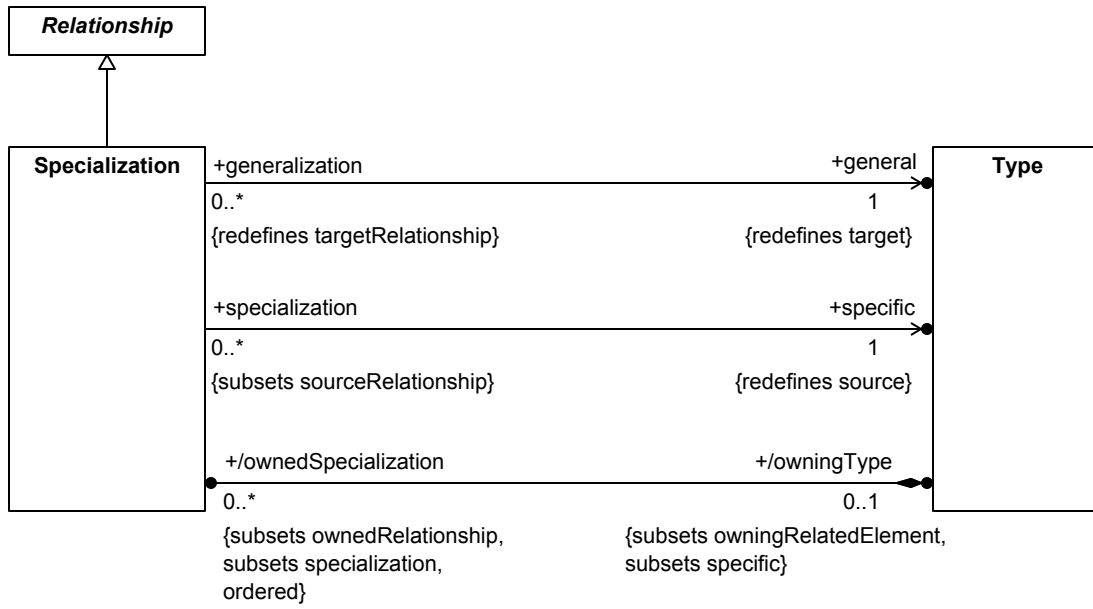


Figure 10. Specialization

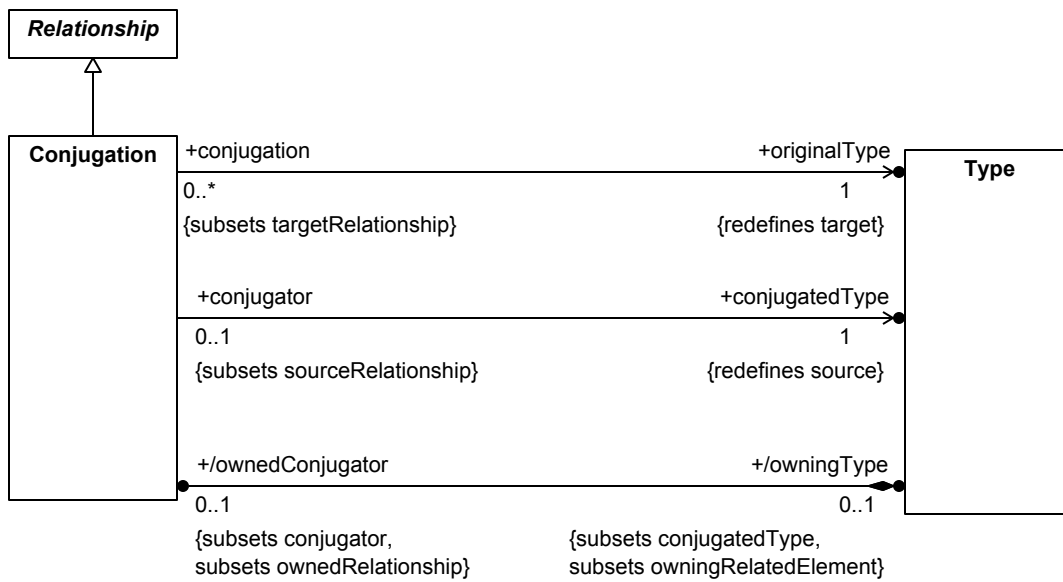


Figure 11. Conjugation

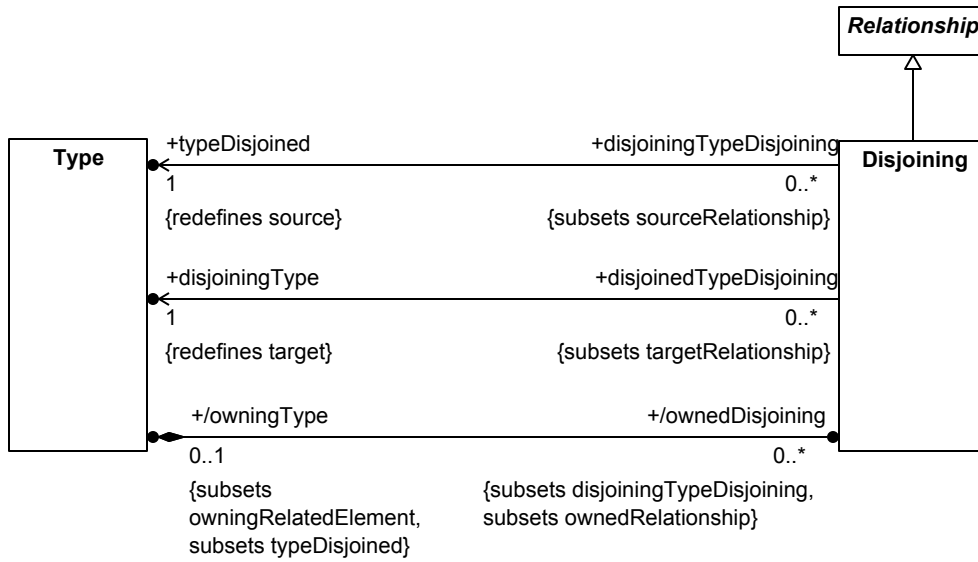


Figure 12. Disjoining

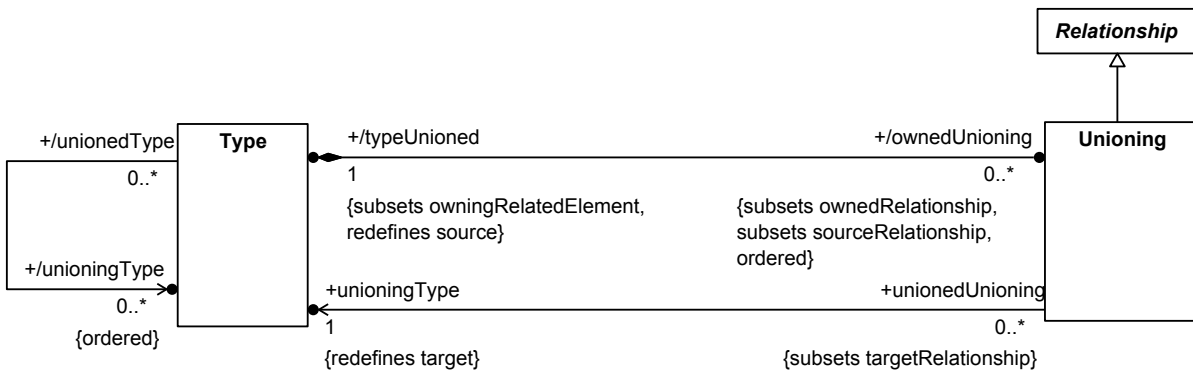


Figure 13. Unioning

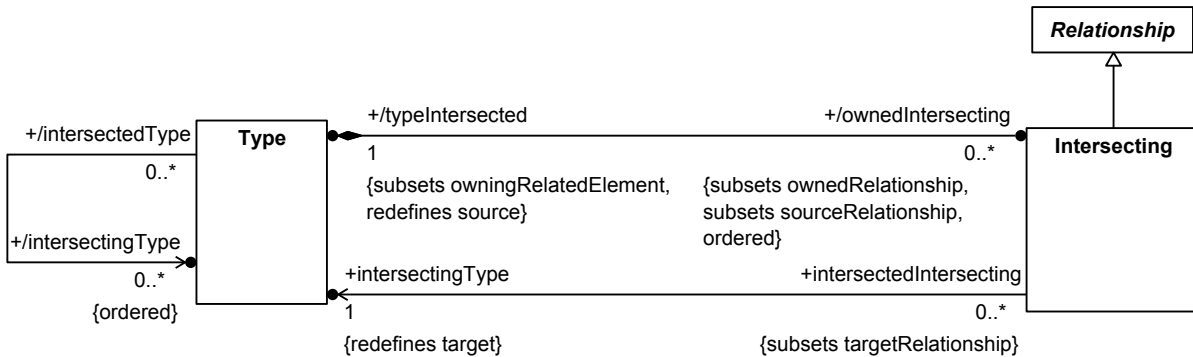
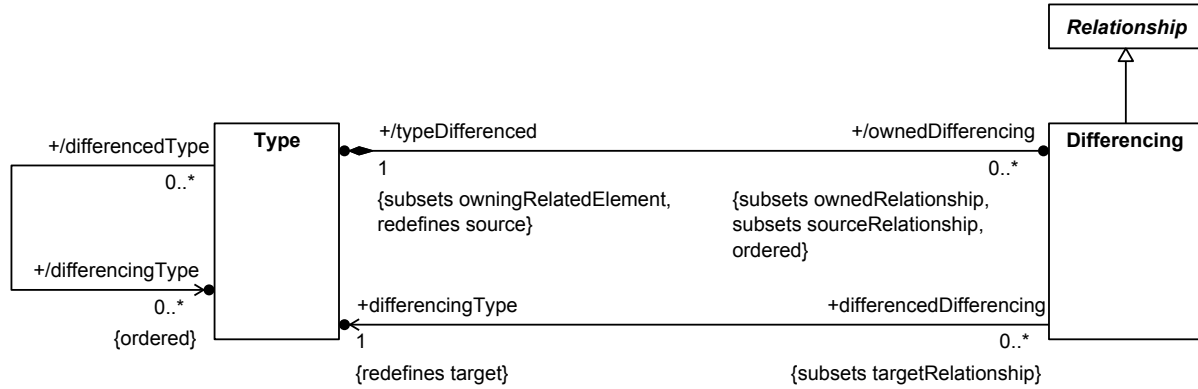


Figure 14. Intersecting



**Figure 15. Differencing**

### 8.3.3.1.2 Conjugation

#### Description

Conjugation is a Relationship between two types in which the `conjugatedType` inherits all the Features of the `originalType`, but with all input and output Features reversed. That is, any Features with a `FeatureMembership` with direction *in* relative to the `originalType` are considered to have an effective direction of *out* relative to the `conjugatedType` and, similarly, Features with direction *out* in the `originalType` are considered to have an effective direction of *in* in the `originalType`. Features with direction *inout*, or with no direction, in the `originalType`, are inherited without change.

A `Type` may participate as a `conjugatedType` in at most one Conjugation relationship, and such a `Type` may not also be the specific `Type` in any Specialization relationship.

#### General Classes

Relationship

#### Attributes

`conjugatedType` : `Type` {redefines source}

The `Type` that is the result of applying Conjugation to the `originalType`.

`originalType` : `Type` {redefines target}

The `Type` to be conjugated.

`/owningType` : `Type` [0..1] {subsets `conjugatedType`, `owningRelatedElement`}

The `conjugatedType` of this Conjugation that is also its `owningRelatedElement`.

#### Operations

None.

#### Constraints

None.

### 8.3.3.1.3 Differencing

#### Description

Differencing is a Relationship that makes its `differencingType` one of the `differencingTypes` of its `typeDifferenced`.

#### General Classes

Relationship

#### Attributes

`differencingType` : Type {redefines target}

Type that partly determines interpretations of `typeDifferenced`, as described in `Type::differencingType`.

`/typeDifferenced` : Type {subsets `owningRelatedElement`, redefines source}

Type with interpretations partly determined by `differencingType`, as described in `Type::differencingType`.

#### Operations

None.

#### Constraints

None.

### 8.3.3.1.4 Disjoining

#### Description

A Disjoining is a Relationship between Types asserted to have interpretations that are not shared (disjoint) between them, identified as `typeDisjoined` and `disjoiningType`. For example, a Classifier for mammals is disjoint from a Classifier for minerals, and a Feature for people's parents is disjoint from a Feature for their children.

#### General Classes

Relationship

#### Attributes

`disjoiningType` : Type {redefines target}

Type asserted to be disjoint with the `typeDisjoined`.

`/owningType` : Type [0..1] {subsets `typeDisjoined`, `owningRelatedElement`}

A `typeDisjoined` that is also an `owningRelatedElement`.

`typeDisjoined` : Type {redefines source}

Type asserted to be disjoint with the `disjoiningType`.

## Operations

None.

## Constraints

None.

### 8.3.3.1.5 FeatureDirectionKind

#### Description

`FeatureDirectionKind` enumerates the possible kinds of `direction` that a `Feature` may be given as a member of a `Type`.

#### General Classes

None.

#### Literal Values

`in`

Values of the `Feature` on each instance of its domain are determined externally to that instance and used internally.

`inout`

Values of the `Feature` on each instance are determined either as *in* or *out* directions, or both.

`out`

Values of the `Feature` on each instance of its domain are determined internally to that instance and used externally.

### 8.3.3.1.6 FeatureMembership

#### Description

A `FeatureMembership` is an `OwningMembership` between a `Feature` in an `owningType` that is also a `FeaturingRelationshipFeature` and the `Type`, in which the `featuringType` is the source and the `featureOfType` is the target. A `FeatureMembership` is always owned by its `owningType`, which is the `featuringType` for the `FeatureMembership` considered as a `Featuring`.

#### General Classes

`Featuring`

`OwningMembership`

#### Attributes

`/ownedMemberFeature` : `Feature` {redefines `ownedMemberElement`, `feature`}

The `Feature` that this `FeatureMembership` relates to its `owningType`, making it an `ownedFeature` of the `owningType`.

`/owningType` : `Type` {subsets `type`, redefines `membershipOwningNamespace`, `type`}

The `Type` that owns this `FeatureMembership`.

### Operations

None.

### Constraints

None.

## 8.3.3.1.7 Intersecting

### Description

`Intersecting` is a `Relationship` that makes its `intersectingType` one of the `intersectingTypes` of its `typeIntersected`.

### General Classes

`Relationship`

### Attributes

`intersectingType` : `Type` {redefines `target`}

`Type` that partly determines interpretations of `typeIntersected`, as described in `Type::intersectingType`.

`/typeIntersected` : `Type` {subsets `owningRelatedElement`, redefines `source`}

`Type` with interpretations partly determined by `intersectingType`, as described in `Type::intersectingType`.

### Operations

None.

### Constraints

None.

## 8.3.3.1.8 Specialization

### Description

`Specialization` is a `Relationship` between two `Types` that requires all instances of the `specific type` to also be instances of the `general Type` (i.e., the set of instances of the `specific Type` is a *subset* of those of the `general Type`, which might be the same set).

### General Classes

`Relationship`

### Attributes

`general` : `Type` {redefines `target`}



A `Type` with a superset of all instances of the `specific Type`, which might be the same set.

`/owningType : Type [0..1] {subsets specific, owningRelatedElement}`

The `Type` that is the `specific Type` of this `Specialization` and owns it as its `owningRelatedElement`.

`specific : Type {redefines source}`

A `Type` with a subset of all instances of the `general Type`, which might be the same set.

### Operations

None.

### Constraints

`validateSpecificationSpecificNotConjugated`

The `specific Type` of a `Generalization` cannot be a conjugated `Type`.

`not specific.isConjugated`

#### 8.3.3.1.9 Multiplicity

##### Description

A `Multiplicity` is a `Feature` whose co-domain is a set of natural numbers giving the allowed cardinalities of each `typeWithMultiplicity`. The *cardinality* of a `Type` is defined as follows, depending on whether the `Type` is a `Classifier` or `Feature`.

- **Classifier** – The number of basic instances of the `Classifier`, that is, those instances representing things, which are not instances of any subtypes of the `Classifier` that are `Features`.
- **Features** – The number of instances with the same featuring instances. In the case of a `Feature` with a `Classifier` as its `featuringType`, this is the number of values of `Feature` for each basic instance of the `Classifier`. Note that, for non-unique `Features`, all duplicate values are included in this count.

`Multiplicity` co-domains (in models) can be specified by `Expression` that might vary in their results. If the `typeWithMultiplicity` is a `Classifier`, the domain of the `Multiplicity` shall be `Base::Anything`. If the `typeWithMultiplicity` is a `Feature`, the `Multiplicity` shall have the same domain as the `typeWithMultiplicity`.

##### General Classes

`Feature`

##### Attributes

None.

##### Operations

None.

##### Constraints

## checkMultiplicitySpecialization

A *Multiplicity* must directly or indirectly specialize the *Feature Base::natural*s from the Kernel Semantic Library.

```
specializesFromLibrary("Base::natural")
```

## checkMultiplicityTypeFeaturing

If the *owningType* of a *Multiplicity* is a *Feature*, then the *Multiplicity* must have the same *featuringTypes* as that *Feature*. Otherwise, it must have no *featuringTypes* (meaning that it is implicitly featured by the base Classifier *Anything*).

```
if owningType <> null and owningType.ocIsKindOf(Feature) then
    featuringType =
        owningType.ocAsType(Feature).featuringType
else
    featuringType->isEmpty()
endif
```

### 8.3.3.1.10 Type

#### Description

A *Type* is a *Namespace* that is the most general kind of *Element* supporting the semantics of classification. A *Type* may be a *Classifier* or a *Feature*, defining conditions on what is classified by the *Type* (see also the description of *isSufficient*).

#### General Classes

Namespace

#### Attributes

```
/differencingType : Type [0..*] {ordered}
```

The interpretations of a *Type* with *differencingTypes* are asserted to be those of the first of those *Types*, but not including those of the remaining *Types*. For example, a *Classifier* might be the difference of a *Classifier* for people and another for people of a particular nationality, leaving people who are not of that nationality. Similarly, a *feature* of people might be the difference between a *feature* for their children and a *Classifier* for people of a particular sex, identifying their children not of that sex (because the interpretations of the children *Feature* that identify those of that sex are also interpretations of the *Classifier* for that sex).

```
/directedFeature : Feature [0..*] {subsets feature, ordered}
```

The *features* of this *Type* that have a non-null *direction*.

```
/endFeature : Feature [0..*] {subsets feature, ordered}
```

All *features* of this *Type* with *isEnd* = true.

```
/feature : Feature [0..*] {subsets member, ordered}
```

The *ownedMemberFeatures* of the *featureMemberships* of this *Type*.

/featureMembership : FeatureMembership [0..\*] {ordered}

The FeatureMemberships for features of this Type, which include all ownedFeatureMemberships and those inheritedMemberships that are FeatureMemberships (but does *not* include any importedMemberships).

/inheritedFeature : Feature [0..\*] {subsets feature, ordered}

All the memberFeatures of the inheritedMemberships of this Type that are FeatureMemberships.

/inheritedMembership : Membership [0..\*] {subsets membership, ordered}

All Memberships inherited by this Type via Specialization or Conjugation. These are included in the derived union for the memberships of the Type.

/input : Feature [0..\*] {subsets directedFeature, ordered}

All features related to this Type by FeatureMemberships that have direction in or inout.

/intersectingType : Type [0..\*] {ordered}

The interpretations of a Type with intersectingTypes are asserted to be those in common among the intersectingTypes, which are the Types derived from the intersectingType of the ownedIntersectings of this Type. For example, a Classifier might be an intersection of Classifiers for people of a particular sex and of a particular nationality. Similarly, a feature for people's children of a particular sex might be the intersection of a Feature for their children and a Classifier for people of that sex (because the interpretations of the children Feature that identify those of that sex are also interpretations of the Classifier for that sex).

isAbstract : Boolean

Indicates whether instances of this Type must also be instances of at least one of its specialized Types.

/isConjugated : Boolean

Indicates whether this Type has an ownedConjugator.

isSufficient : Boolean

Whether all things that meet the classification conditions of this Type must be classified by the Type.

(A Type gives conditions that must be met by whatever it classifies, but when isSufficient is false, things may meet those conditions but still not be classified by the Type. For example, a Type *Car* that is not sufficient could require everything it classifies to have four wheels, but not all four wheeled things would classify as cars. However, if the Type *Car* were sufficient, it would classify all four-wheeled things.)

/multiplicity : Multiplicity [0..1] {subsets ownedMember}

An ownedMember of this Type that is a Multiplicity, which constraints the cardinality of the Type. If there is no such ownedMember, then the cardinality of this Type is constrained by all the Multiplicity constraints applicable to any direct supertypes.

/output : Feature [0..\*] {subsets directedFeature, ordered}

All features related to this Type by FeatureMemberships that have direction out or inout.

/ownedConjugator : Conjugation [0..1] {subsets ownedRelationship, conjugator}

A Conjugation owned by this Type for which the Type is the originalType.

/ownedDifferencing : Differencing [0..\*] {subsets sourceRelationship, ownedRelationship, ordered}

The ownedRelationships of this Type that are Differencings, having this Type as their typeDifferenced.

/ownedDisjoining : Disjoining [0..\*] {subsets ownedRelationship, disjoiningTypeDisjoining}

The ownedRelationships of this Type that are Disjoinings, for which the Type is the typeDisjoined Type.

/ownedEndFeature : Feature [0..\*] {subsets endFeature, ownedFeature, ordered}

All endFeatures of this Type that are ownedFeatures.

/ownedFeature : Feature [0..\*] {subsets ownedMember, ordered}

The ownedMemberFeatures of the ownedFeatureMemberships of this Type.

/ownedFeatureMembership : FeatureMembership [0..\*] {subsets ownedMembership, featureMembership, featuringOfType, ordered}

The ownedMemberships of this Type that are FeatureMemberships, for which the Type is the owningType. Each such FeatureMembership identifies an ownedFeature of the Type.

/ownedIntersecting : Intersecting [0..\*] {subsets ownedRelationship, sourceRelationship, ordered}

The ownedRelationships of this Type that are Intersectings, have the Type as their typeIntersected.

/ownedSpecialization : Specialization [0..\*] {subsets specialization, ownedRelationship, ordered}

The ownedRelationships of this Type that are Specializations, for which the Type is the specific Type.

/ownedUnioning : Unioning [0..\*] {subsets ownedRelationship, sourceRelationship, ordered}

The ownedRelationships of this Type that are Unionings, having the Type as their typeUnioned.

/unioningType : Type [0..\*] {ordered}

The interpretations of a Type with unioningTypes are asserted to be the same as those of all the unioningTypes together, which are the Types derived from the unioningType of the ownedUnionings of this Type. For example, a Classifier for people might be the union of Classifiers for all the sexes. Similarly, a feature for people's children might be the union of features dividing them in the same ways as people in general.

## Operations

allSupertypes() : Type [0..\*]

Return all Types related to this Type as supertypes directly or transitively by Specialization Relationships.

```
body: ownedSpecialization->  
  closure(general.ownedSpecialization).general->  
  including(self)
```

directionOf(feature : Feature) : FeatureDirectionKind [0..1]

If the given feature is a feature of this Type, then return its direction relative to this Type, taking conjugation into account.

```
body: if input->includes(feature) and output->includes(feature) then
    FeatureDirectionKind::inout
else if input->includes(feature) then
    FeatureDirectionKind::_in'
else if output->includes(feature) then
    FeatureDirectionKind::out
else
    null
endif endif endif
```

inheritedMemberships(excluded : Type [0..\*]) : Membership [0..\*]

Return the inherited Memberships of this Type, excluding those supertypes in the excluded set.

specializes(supertype : Type) : Boolean

Check whether this Type is a direct or indirect specialization of the given supertype.

```
body: if isConjugated then
    ownedConjugator.originalType.specializes(supertype)
else
    allSupertypes()->includes(supertype)
endif
```

specializesFromLibrary(libraryTypeName : String) : Boolean

Check whether this Type is a direct or indirect specialization of the named library Type. libraryTypeName must conform to the syntax of a KerML qualified name and must resolve to a Type in global scope.

```
body: let mem : Membership = resolveGlobal(libraryTypeName) in
mem <> null and mem.memberElement.oclIsKindOf(Type) and
specializes(mem.memberElement.oclAsType(Type))
```

visibleMemberships(excluded : Namespace [0..\*], isRecursive : Boolean, includeAll : Boolean) : Membership [0..\*]

The visible Memberships of a Type include inheritedMemberships.

```
body: let visibleInheritedMemberships : Sequence(Membership) =
    inheritedMemberships(excluded)->
        select(includeAll or visibility = VisibilityKind::public) in
self.oclAsType(Namespace).visibleMemberships(excluded, isRecursive, includeAll)->
    union(visibleInheritedMemberships)
```

## Constraints

checkTypeSpecialization

A Type must directly or indirectly specialize *Base::Anything* from the Kernel Semantic Library.

```
specializesFromLibrary('Base::Anything')
```

deriveTypeDifferencingType

The `differencingTypes` of a `Type` are the `differencingTypes` of its `ownedDifferencings`, in the same order.

```
differencingType = ownedDifferencing.differencingType
```

#### `deriveTypeDirectedFeature`

The `directedFeatures` of a `Type` are those features for which the `direction` is non-null.

```
directedFeature = feature->select(f | directionOf(f) <> null)
```

#### `deriveTypeEndFeature`

The `endFeatures` of a `Type` are all its features for which `isEnd = true`.

```
endFeature = feature->select(isEnd)
```

#### `deriveTypeFeature`

The features of a `Type` are the `ownedMemberFeatures` of its `featureMemberships`.

```
feature = featureMembership.ownedMemberFeature
```

#### `deriveTypeFeatureMembership`

The `featureMemberships` of a `Type` is the union of the `ownedFeatureMemberships` and those `inheritedMemberships` that are `FeatureMemberships`.

```
featureMembership = ownedMembership->union(  
  inheritedMembership->selectByKind(FeatureMembership))
```

#### `deriveTypeInheritedFeature`

The `inheritedFeatures` of this `Type` are the `memberFeatures` of the `inheritedMemberships` that are `FeatureMemberships`.

```
inheritedFeature = inheritedMemberships->  
  selectByKind(FeatureMembership).memberFeature
```

#### `deriveTypeInheritedMembership`

The `inheritedMemberships` of a `Type` are determined by the `inheritedMemberships()` operation.

```
inheritedMembership = inheritedMemberships(Set{})
```

#### `deriveTypeInput`

If this `Type` is conjugated, then its `inputs` are the `outputs` of the `originalType`. Otherwise, its `inputs` are all features with a `direction` of `in` or `inout`.

```
input =  
  if isConjugated then  
    conjugator.originalType.output  
  else
```

```

        feature->select(direction = _('in' or direction = inout)
    endif

```

#### deriveTypeIntersectingType

The intersectingTypes of a Type are the intersectingTypes of its ownedIntersectings.

```
intersectingType = ownedIntersecting.intersectingType
```

#### deriveTypeMultiplicity

If a Type has an owned Multiplicity, then that is its multiplicity. Otherwise, if the Type has an ownedSpecialization, then its multiplicity is the multiplicity of the general Type of that Specialization.

```

multiplicity =
    let ownedMultiplicities: Sequence(Multiplicity) =
        ownedMember->selectByKind(Multiplicity) in
    if ownedMultiplicities->isEmpty() then null
    else ownedMultiplicities->first()
    endif

```

#### deriveTypeOutput

If this Type is conjugated, then its outputs are the inputs of the originalType. Otherwise, its outputs are all features with a direction of out or inout.

```

output =
    if isConjugated then
        conjugator.originalType.input
    else
        feature->select(direction = out or direction = inout)
    endif

```

#### deriveTypeOwnedConjugator

The ownedConjugator of a Type is the its single ownedRelationship that is a Conjugation.

```

let ownedConjugators: Sequence(Conjugator) =
    ownedRelationship->selectByKind(Conjugation) in
ownedConjugator =
    if ownedConjugators->isEmpty() then null
    else ownedConjugators->at(1) endif

```

#### deriveTypeOwnedDifferencing

The ownedDifferencings of a Type are its ownedRelationships that are Differencings.

```
ownedRelationship->selectByKind(Differencing)
```

#### deriveTypeOwnedDisjoining

The ownedDisjoinings of a Type are the ownedRelationships that are Disjoinings.

```
ownedRelationship->selectByKind(Disjoining)
```

#### deriveTypeOwnedEndFeature

The `ownedEndFeatures` of a `Type` are all its `ownedFeatures` for which `isEnd = true`.

```
ownedEndFeature = ownedFeature->select(isEnd)
```

`deriveTypeOwnedFeature`

The `ownedFeatures` of a `Type` are the `ownedMemberFeatures` of its `ownedFeatureMemberships`.

```
ownedFeature = ownedFeatureMembership.ownedMemberFeature
```

`deriveTypeOwnedFeatureMembership`

The `ownedFeatureMemberships` of a `Type` are its `ownedMemberships` that are `FeatureMemberships`.

```
ownedFeatureMembership = ownedRelationship->selectByKind(FeatureMembership)
```

`deriveTypeOwnedIntersecting`

The `ownedIntersectings` of a `Type` are the `ownedRelationships` that are `Intersectings`.

```
ownedRelationship->selectByKind(Intersecting)
```

`deriveTypeOwnedSpecialization`

The `ownedSpecializations` of a `Type` are the `ownedRelationships` that are `Specializations` whose special `Type` is the owning `Type`.

```
ownedSpecialization = ownedRelationship->selectByKind(Specialization)->  
  select(s | s.special = self)
```

`deriveTypeOwnedUnioning`

The `ownedUnionings` of a `Type` are the `ownedRelationships` that are `Unionings`.

```
ownedRelationship->selectByKind(Unioning)
```

`deriveTypeUnioningType`

The `unioningTypes` of a `Type` are the `unioningTypes` of its `ownedUnionings`.

```
unioningType = ownedUnioning.unioningType
```

`validateTypeAtMostOneConjugator`

```
ownedRelationship->selectByKind(Conjugator)->size() <= 1
```

`validateTypeDifferencingTypesNotSelf`

A `Type` cannot be one of its own `differencingTypes`.

```
differencingType->excludes(self)
```

`validateTypeIntersectingTypesNotSelf`

A `Type` cannot be one of its own `intersectingTypes`.



```
intersectingType->excludes(self)
```

**validateTypeOwnedMultiplicity**

A Type may have at most one ownedMember that is a Multiplicity.

```
ownedMember->selectByKind(Multiplicity)->size() <= 1
```

**validateTypeUnioningTypesNotSelf**

A Type cannot be one of its own unioningTypes.

```
unioningType->excludes(self)
```

### 8.3.3.1.11 Unioning

#### Description

Unioning is a Relationship that makes its unioningType one of the unioningTypes of its typeUnioned.

#### General Classes

Relationship

#### Attributes

/typeUnioned : Type {subsets owningRelatedElement, redefines source}

Type with interpretations partly determined by unioningType, as described in Type::unioningType.

unioningType : Type {redefines target}

Type that partly determines interpretations of typeUnioned, as described in Type::unioningType.

#### Operations

None.

#### Constraints

None.

### 8.3.3.2 Classifiers Abstract Syntax

### 8.3.3.2.1 Overview

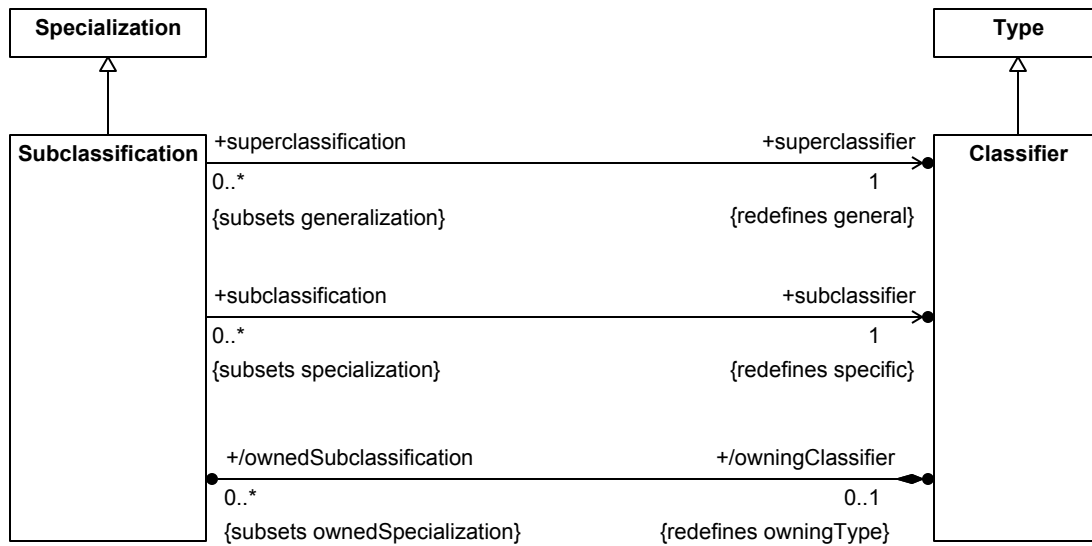


Figure 16. Classifiers

### 8.3.3.2.2 Classifier

#### Description

A **Classifier** is a **Type** that classifies:

- Things (in the universe) regardless of how **Features** relate them. (These are interpreted semantically as sequences of exactly one thing.)
- How the above things are related by **Features**. (These are interpreted semantically as sequences of multiple things, such that the last thing in the sequence is also classified by the **Classifier**. Note that this means that a **Classifier** modeled as specializing a **Feature** cannot classify anything.)

#### General Classes

**Type**

#### Attributes

`/ownedSubclassification : Subclassification [0..*] {subsets ownedSpecialization}`

The `ownedSpecializations` of this **Classifier** that are **Subclassifications**, for which this **Classifier** is the `subclassifier`.

#### Operations

None.

#### Constraints

`deriveClassifierOwnedSubclassification`

The `ownedSubclassifications` of a `Classifier` are its `ownedSpecializations` that are `Subclassifications`.

```
ownedSubclassification =  
    ownedSpecialization->selectByKind(Superclassification)
```

`validateClassifierMultiplicityDomain`

If a `Classifier` has a `multiplicity`, then the `multiplicity` must have no `featuringTypes` (meaning that its domain is implicitly *Base::Anything*).

```
multiplicity <> null implies multiplicity.featuringType->isEmpty()
```

### 8.3.3.2.3 Subclassification

#### Description

`Subclassification` is `Specialization` in which both the specific and general `Types` are `Classifier`. This means all instances of the specific `Classifier` are also instances of the general `Classifier`.

#### General Classes

`Specialization`

#### Attributes

`/owningClassifier : Classifier [0..1] {redefines owningType}`

The `Classifier` that owns this `Subclassification` relationship, which must also be its `subclassifier`.

`subclassifier : Classifier {redefines specific}`

The more specific `Classifier` in this `Subclassification`.

`superclassifier : Classifier {redefines general}`

The more general `Classifier` in this `Subclassification`.

#### Operations

None.

#### Constraints

None.

### 8.3.3.3 Features Abstract Syntax

### 8.3.3.3.1 Overview

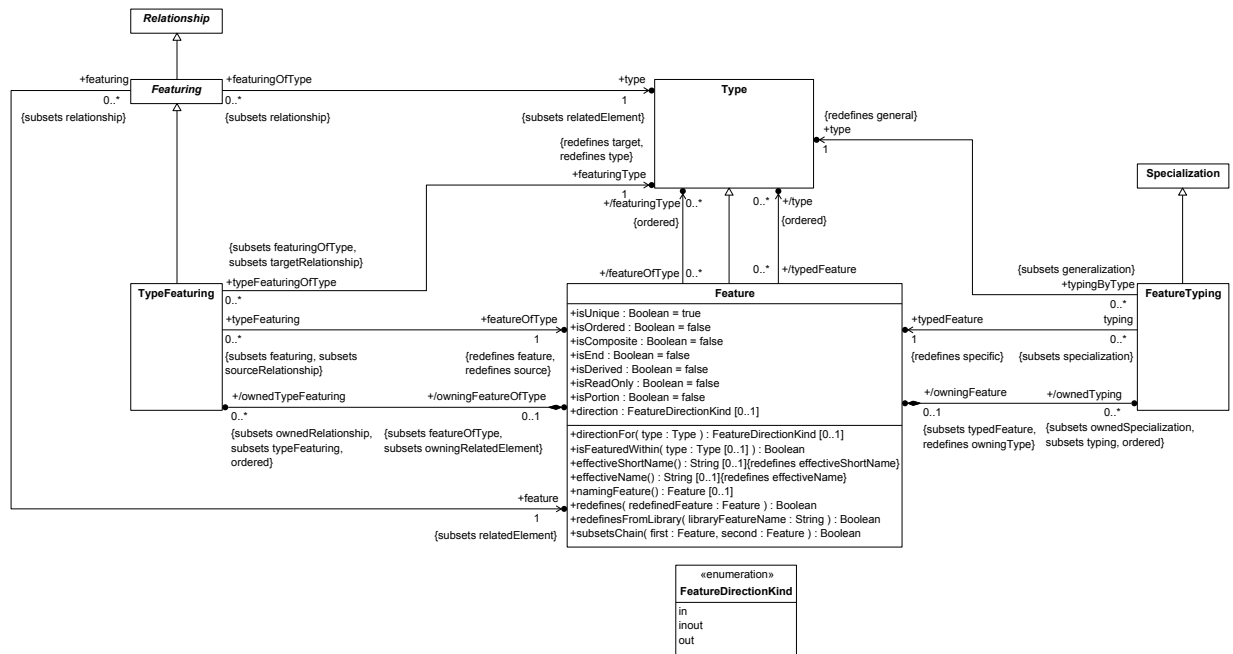


Figure 17. Features

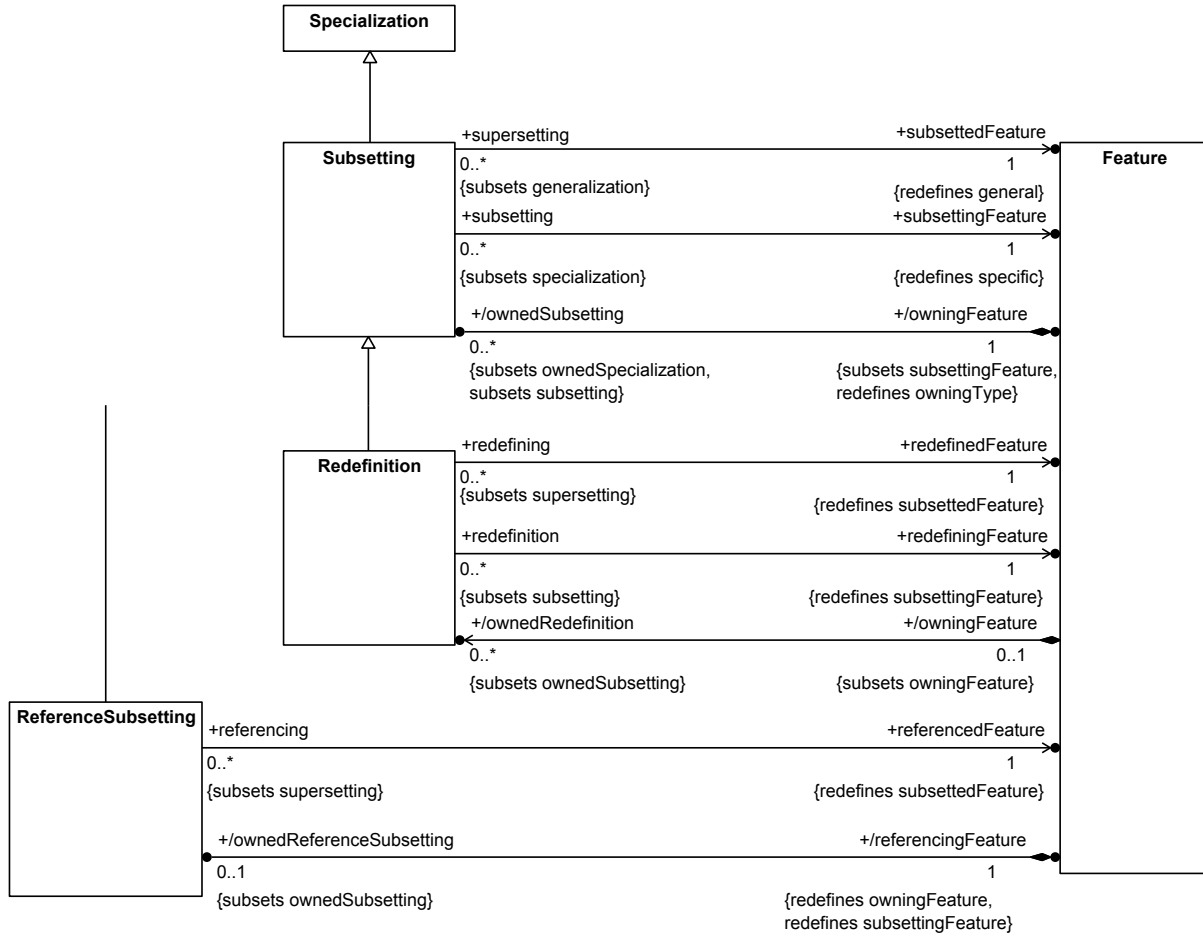


Figure 18. Subsetting

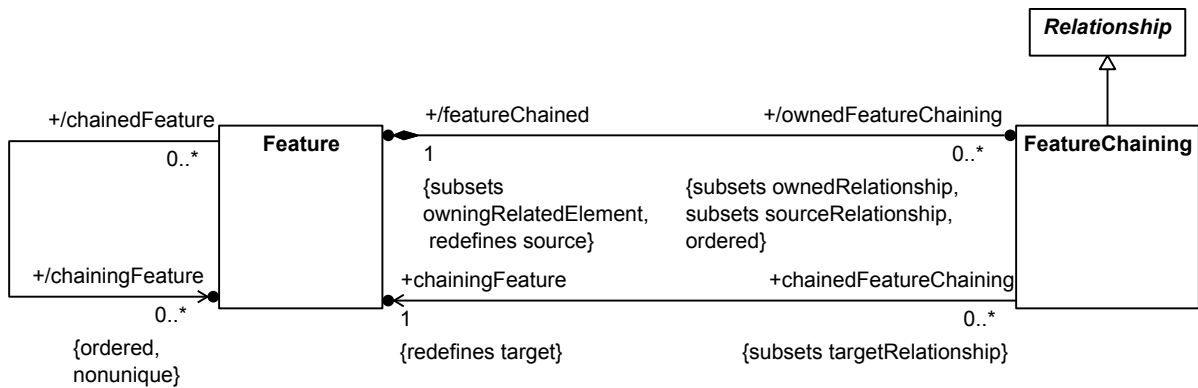
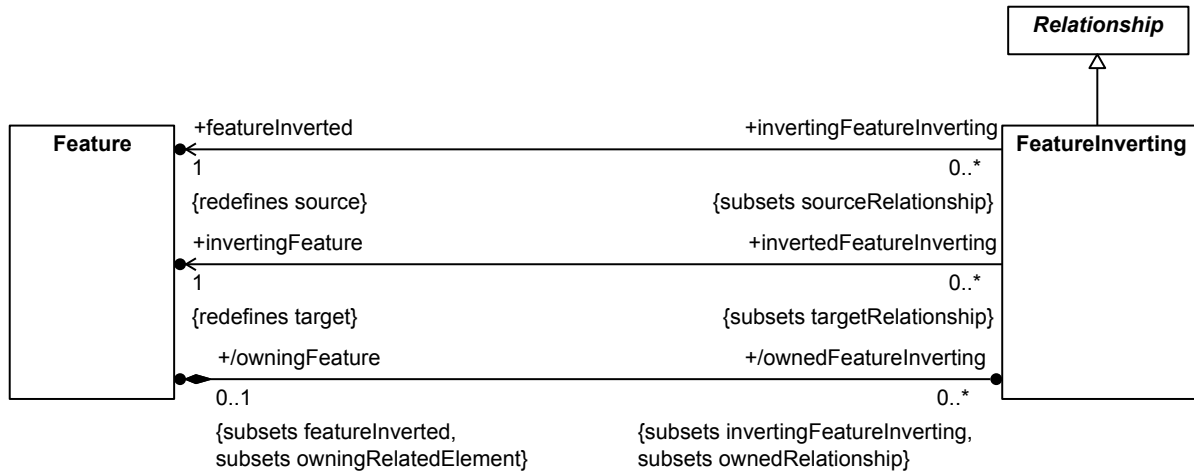
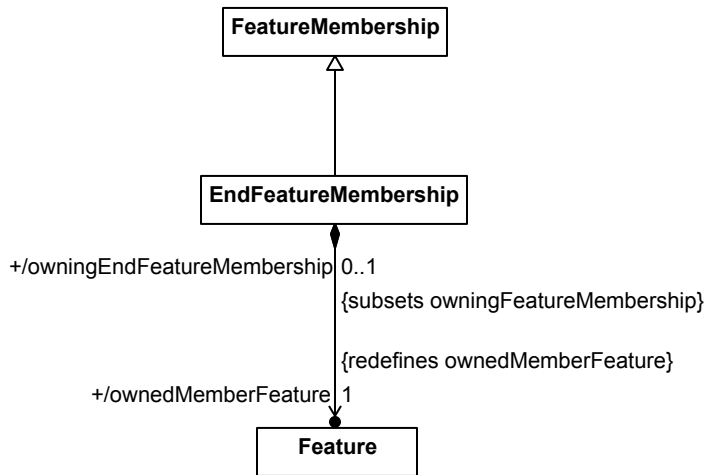


Figure 19. Feature Chaining



**Figure 20. Feature Inverting**



**Figure 21. End Feature Membership**

### 8.3.3.3.2 EndFeatureMembership

#### Description

`EndFeatureMembership` is a `FeatureMembership` that requires its `memberFeature` be owned and have `isEnd = true`.

#### General Classes

`FeatureMembership`

#### Attributes

`/ownedMemberFeature` : `Feature` {redefines `ownedMemberFeature`}

#### Operations

None.

## Constraints

validateEndFeatureMembershipIsEnd

The ownedMemberFeature of an EndFeatureMembership must be an end Feature.

ownedMemberFeature.isEnd

### 8.3.3.3.3 Feature

#### Description

A Feature is a Type that classifies relations between multiple things (in the universe). The domain of the relation is the intersection of the featuringTypes of the Feature. (The domain of a Feature with no featuringTypes is implicitly the most general Type *Base::Anything* from the Kernel Semantic Library.) The co-domain of the relation is the intersection of the types of the Feature.

In the simplest cases, the featuringTypes and types are Classifiers and the Feature relates two things, one from the domain and one from the range. Examples include cars paired with wheels, people paired with other people, and cars paired with numbers representing the car length.

Since Features are Types, their featuringTypes and types can be Features. In this case, the Feature effectively classifies relations between relations, which can be interpreted as the sequence of things related by the domain Feature concatenated with the sequence of things related by the co-domain Feature.

The values of a Feature for a given instance of its domain are all the instances of its co-domain that are related to that domain instance by the Feature. The values of a Feature with chainingFeatures are the same as values of the last Feature in the chain, which can be found by starting with values of the first Feature, then using those values as domain instances to obtain values of the second Feature, and so on, to values of the last Feature.

#### General Classes

Type

#### Attributes

/chainingFeature : Feature [0..\*] {ordered, nonunique}

The Feature that are chained together to determine the values of this Feature, derived from the chainingFeatures of the ownedFeatureChainings of this Feature, in the same order. The values of a Feature with chainingFeatures are the same as values of the last Feature in the chain, which can be found by starting with the values of the first Feature (for each instance of the domain of the original Feature), then using each of those as domain instances to find the values of the second Feature in chainingFeatures, and so on, to values of the last Feature.

direction : FeatureDirectionKind [0..1]

Indicates how values of this Feature are determined or used (as specified for the FeatureDirectionKind).

/endOwningType : Type [0..1] {subsets typeWithEndFeature, owningType}

The Type that is related to this Feature by an EndFeatureMembership in which the Feature is an ownedMemberFeature.

/featuringType : Type [0..\*] {ordered}

Types that feature this Feature, such that any instance in the domain of the Feature must be classified by all of these Types, including at least all the featuringTypes of its typeFeaturings. If the Feature is chained, then the featuringTypes of the first Feature in the chain are also featuringTypes of the chained Feature.

isComposite : Boolean

Whether the Feature is a composite feature of its featuringType. If so, the values of the Feature cannot exist after its featuring instance no longer does.

isDerived : Boolean

Whether the values of this Feature can always be computed from the values of other Feature.

isEnd : Boolean

Whether or not the this Feature is an end Feature, requiring a different interpretation of the multiplicity of the Feature.

An end Feature is always considered to map each domain instance to a single co-domain instance, whether or not a Multiplicity is given for it. If a Multiplicity is given for an end Feature, rather than giving the co-domain cardinality for the Feature as usual, it specifies a cardinality constraint for *navigating* across the endFeatures of the featuringType of the end Feature. That is, if a Type has  $n$  endFeatures, then the Multiplicity of any one of those end Features constrains the cardinality of the set of values of that Feature when the values of the other  $n-1$  end Features are held fixed.

isOrdered : Boolean

Whether an order exists for the values of this Feature or not.

isPortion : Boolean

Whether the values of this Feature are contained in the space and time of instances of the domain of the Feature and represent the same thing as those instances.

isReadOnly : Boolean

Whether the values of this Feature can change over the lifetime of an instance of the domain.

isUnique : Boolean

Whether or not values for this Feature must have no duplicates or not.

/ownedFeatureChaining : FeatureChaining [0..\*] {subsets sourceRelationship, ownedRelationship, ordered}

The ownedRelationships of this Feature that are FeatureChainings, for which the Feature will be the featureChained.

/ownedFeatureInverting : FeatureInverting [0..\*] {subsets ownedRelationship, invertingFeatureInverting}

The ownedRelationships of this Feature that are FeatureInvertings and for which the Feature is the featureInverted.



`/ownedRedefinition : Redefinition [0..*] {subsets ownedSubsetting}`

The ownedSubsettings of this Feature that are Redefinitions, for which the Feature is the redefiningFeature.

`/ownedReferenceSubsetting : ReferenceSubsetting [0..1] {subsets ownedSubsetting}`

The one ownedSubsetting of this Feature, if any, that is a ReferenceSubsetting, for which the Feature is the referencingFeature.

`/ownedSubsetting : Subsetting [0..*] {subsets ownedSpecialization, subsetting}`

The ownedSpecializations of this Feature that are Subsettings, for which the Feature is the subsettingFeature.

`/ownedTypeFeaturing : TypeFeaturing [0..*] {subsets ownedRelationship, typeFeaturing, ordered}`

The ownedRelationships of this Feature that are TypeFeaturings and for which the Feature is the featureOfType.

`/ownedTyping : FeatureTyping [0..*] {subsets ownedSpecialization, typing, ordered}`

The ownedSpecializations of this Feature that are FeatureTypings, for which the Feature is the typedFeature.

`/owningFeatureMembership : FeatureMembership [0..1] {subsets owningMembership, featuring}`

The FeatureMembership that owns this Feature as an ownedMemberFeature, determining its owningType.

`/owningType : Type [0..1] {subsets typeWithFeature, owningNamespace, featuringType}`

The Type that is the owningType of the owningFeatureMembership of this Feature.

`/type : Type [0..*] {ordered}`

Types that restrict the values of this Feature, such that the values must be instances of all the types. The types of a Feature are derived from its typings and the types of its subsettings. If the Feature is chained, then the types of the last Feature in the chain are also types of the chained Feature.

## Operations

`directionFor(type : Type) : FeatureDirectionKind [0..1]`

Return the directionOf this Feature relative to the given type.

**body:** `type.directionOf(self)`

`effectiveName() : String [0..1]`

If a Feature has no declaredName or declaredShortName, then its effective name is given by the effective name of the Feature returned by the namingFeature() operation, if any.

**body:** `if declaredShortName <> null or declaredName <> null then  
    declaredName  
else`

```

    let namingFeature : Feature = namingFeature() in
    if namingFeature = null then
        null
    else
        namingFeature.effectiveName()
    endif
endif

```

**effectiveShortName() : String [0..1]**

If a Feature has no declaredShortName or declaredName, then its effective shortName is given by the effective shortName of the Feature returned by the namingFeature() operation, if any.

```

body: if declaredShortName <> null or declaredName <> null then
    declaredShortName
else
    let namingFeature : Feature = namingFeature() in
    if namingFeature = null then
        null
    else
        namingFeature.effectiveShortName()
    endif
endif

```

**isFeaturedWithin(type : Type [0..1]) : Boolean**

Return whether this Feature has the given type as a direct or indirect featuringType. If type is null, then check if this Feature is implicitly directly or indirectly featured in *Base::Anything*.

```

body: type = null and feature.featuringType->isEmpty() or
    type <> null and feature.featuringType->includes(type) or
    feature.featuringType->exists(t |
        t.oclIsKindOf(Feature) and
        t.oclAsType(Feature).isFeaturedWithin(type))

```

**namingFeature() : Feature [0..1]**

By default, the naming Feature of a Feature is given by its first redefinedFeature of its first ownedRedefinition, if any.

```

body: if ownedRedefinition->isEmpty() then
    null
else
    ownedRedefinition->at(1).redefinedFeature
endif

```

**redefines(redefinedFeature : Feature) : Boolean**

Check whether this Feature *directly* redefines the given redefinedFeature.

```

body: ownedRedefinition.redefinedFeature->includes(redefinedFeature)

```

**redefinesFromLibrary(libraryFeatureName : String) : Boolean**

Check whether this Feature *directly* redefines the named library Feature. libraryFeatureName must conform to the syntax of a KerML qualified name and must resolve to a Feature in global scope.

```
body: let mem: Membership = resolveGlobal(libraryFeatureName) in
mem <> null and mem.memberElement.oclIsKindOf(Feature) and
redefines(mem.memberElement.oclAsType(Feature))
```

subsetsChain(first : Feature, second : Feature) : Boolean

Check whether this Feature directly or indirectly specializes a Feature whose last two chainingFeatures are the given Features first and second.

```
body: allSuperTypes()->selectAsKind(Feature)->
exists(f | let n: Integer = f.chainingFeature->size() in
n >= 2 and
f.chainingFeature->at(n-1) = first and
f.chainingFeature->at(n) = second)
```

## Constraints

### checkFeatureDataValueSpecialization

If a Feature has an ownedTyping relationship to a DataType, then it must directly or indirectly specialize *Base::dataValues* from the Kernel Semantic Library.

```
ownedTyping.type->exists(selectByKind(DataType)) implies
specializesFromLibrary("Base::dataValues")
```

### checkFeatureEndRedefinition

If a Feature has isEnd = true and an owningType that is not empty, then, for each direct supertype of its owningType, it must redefine the endFeature at the same position, if any.

```
isEnd and owningType <> null implies
let i : Integer =
owningType.ownedFeature->select(isEnd) in
owningType.ownedSpecialization.general->
forall(supertype |
let ownedEndFeatures : Sequence(Feature) =
supertype.ownedFeature->select(isEnd) in
ownedEndFeatures->size() >= i implies
redefines(ownedEndFeatures->at(i))
```

### checkFeatureEndSpecialization

If a Feature has isEnd = true and an owningType that is an Association, then it must directly or indirectly specialize *Links::Link::participants* from the Kernel Semantic Library.

```
isEnd and owningType <> null and
owningType.oclIsKindOf(Association) implies
specializesFromLibrary("Links::Link::participants")
```

### checkFeatureItemFlowFeatureRedefinition

If a Feature is the first ownedFeature of a first or second ItemFlowEnd, then it must directly or indirectly specialize either *Transfers::Transfer::source::sourceOutput* or *Transfers::Transfer::target::targetInput*, respectively, from the Kernel Semantic Library.

```
owningType <> null and
owningType.oclIsKindOf(ItemFlowEnd) and
```

```

owningType.ownedFeature->at(1) = self implies
  let flowType : Type = owningType.owningType in
  flowType <> null implies
    let i : Integer =
      flowType.ownedFeature.indexOf(owningType) in
    (i = 1 implies
      redefinesFromLibrary("Transfers::Transfer::source::sourceOutput")) and
    (i = 2 implies
      redefinesFromLibrary("Transfers::Transfer::source::targetInput"))

```

### checkFeatureObjectSpecialization

If a Feature has an `ownedTyping` relationship to a Structure, then it must directly or indirectly specialize `Objects::objects` from the Kernel Semantics Library.

```

ownedTyping.type->exists(selectByKind(Structure)) implies
  specializesFromLibrary("Objects::objects")

```

### checkFeatureOccurrenceSpecialization

If a Feature has an `ownedTyping` relationship to a Class, then it must directly or indirectly specialize `Occurrences::occurrences` from the Kernel Semantic Library.

```

ownedTyping.type->exists(selectByKind(Class)) implies
  specializesFromLibrary("Occurrences::occurrences")

```

### checkFeatureParameterRedefinition

If a Feature is a parameter of an `owningType` that is a Behavior or Step, *other* than the result parameter (if any), then, for each direct supertype of its `owningType` that is also a Behavior or Step, it must redefine the parameter at the same position, if any.

```

owningType <> null and
(owningType.ocIsKindOf(Behavior) or
owningType.ocIsKindOf(Step)) implies
  let i : Integer =
    owningType.ownedFeature->select(direction <> null) in
  owningType.ownedSpecialization.general->
    forAll(supertype |
      let ownedParameters : Sequence(Feature) =
        supertype.ownedFeature->select(direction <> null) in
      ownedParameters->size() >= i implies
        redefines(ownedParameters->at(i))

```

### checkFeatureResultRedefinition

If a Feature is a result parameter of an `owningType` that is a Function or Expression, then, for each direct supertype of its `owningType` that is also a Function or Expression, it must redefine the result parameter.

```

owningType <> null and
(owningType.ocIsKindOf(Function) and
  self = owningType.ocAsType(Function).result or
owningType.ocIsKindOf(Expression) and
  self = owningType.ocAsType(Expression).result) implies
  owningType.ownedSpecialization.general->
    select(ocIsKindOf(Function) or ocIsKindOf(Expression))->

```

```

forall(supertype |
  redefines(
    if supertype.ocIsKindOf(Function) then
      supertype.ocAsType(Function).result
    else
      supertype.ocAsType(Expression).result
    endif)

```

#### checkFeatureResultSpecialization

If a Feature has an owningType that is a LiteralExpression it must directly or indirectly specialize the DataType from the *ScalarValues* package in the Kernel Data Types Library corresponding to the kind of LiteralExpression. If the owningType is a FeatureReferenceExpression, then the Feature must specialize the referent of the FeatureReferenceExpression.

```

owningType <> null and
(owningType.ocIsKindOf(LiteralExpression) or
owningType.ocIsKindOf(FeatureReferenceExpression)) implies
  if owningType.ocIsKindOf(LiteralString) then
    specializesFromLibrary("ScalarValues::String")
  else if owningType.ocIsKindOf(LiteralBoolean) then
    specializesFromLibrary("ScalarValues::Boolean")
  else if owningType.ocIsKindOf(LiteralInteger) then
    specializesFromLibrary("ScalarValues::Rational")
  else if owningType.ocIsKindOf(LiteralBoolean) then
    specializesFromLibrary("ScalarValues::Rational")
  else if owningType.ocIsKindOf(LiteralBoolean) then
    specializesFromLibrary("ScalarValues::Real")
  else specializes(
    owningType.ocAsType(FeatureReferenceExpression).referent)
endif endif endif endif endif

```

#### checkFeatureSpecialization

A Feature must directly or indirectly specialize *Base::things* from the Kernel Semantic Library.

```

specializesFromLibrary("Base::things")

```

#### checkFeatureSubobjectSpecialization

A composite Feature typed by a Structure, and whose ownedType is a Structure or another Feature typed by a Structure must directly or indirectly specialize *Objects::Object::subobjects*.

```

isComposite and
ownedTyping.type->includes(ocIsKindOf(Structure)) and
owningType <> null and
(owningType.ocIsKindOf(Structure) or
owningType.type->includes(ocIsKindOf(Structure))) implies
  specializesFromLibrary("Occurrence::Occurrence::suboccurrences")

```

#### checkFeatureSuboccurrenceSpecialization

A composite Feature that has an ownedTyping relationship to a Class, and whose ownedType is a Class or another Feature typed by a Class, must directly or indirectly specialize *Occurrences::Occurrence::suboccurrences*.

```

isComposite and
ownedTyping.type->includes(oclIsKindOf(Class)) and
owningType <> null and
(owningType.oclIsKindOf(Class) or
owningType.oclIsKindOf(Feature) and
owningType.oclAsType(Feature).type->
exists(oclIsKindOf(Class))) implies
specializesFromLibrary("Occurrence::Occurrence::suboccurrences")

```

#### checkFeatureValuationSpecialization

If a Feature has a FeatureValue, then it must specialize the result of the value Expression of the FeatureValue.

```

ownedMembership->
  selectByKind(FeatureValue)->
    forAll(fv | specializes(fv.value.result))

```

#### deriveFeatureChainingFeature

The chainingFeatures of a Feature are the chainingFeatures of its ownedFeatureChainings.

```

chainingFeature = ownedFeatureChaining.chainingFeature

```

#### deriveFeatureFeaturingType

```

featuringType =
  let featuringTypes : OrderedSet(Type) =
    typeFeaturing.featuringType->asOrderedSet() in
  if chainingFeature->isEmpty() then featuringTypes
  else
    featuringTypes->
      union(chainingFeature->first().featuringType)->
        asOrderedSet()
  endif

```

#### deriveFeatureOwnedFeatureChaining

The ownedFeatureChainings of a Feature are the ownedRelationships that are FeatureChainings.

```

ownedFeatureChaining = ownedRelationship->selectByKind(FeatureChaining)

```

#### deriveFeatureOwnedFeatureInverting

The ownedFeatureInvertings of a Feature are its ownedRelationships that are FeatureInvertings.

```

ownedFeatureInverting = ownedRelationship->selectByKind(FeatureInverting)->
  select(fi | fi.featureInverted = self)

```

#### deriveFeatureOwnedRedefinition

The ownedRedefinitions of a Feature are its ownedSubsettings that are Redefinitions.

```

ownedRedefinition = ownedSubsetting->selectByKind(Redefinition)

```

#### deriveFeatureOwnedReferenceSubsetting

The `ownedReferenceSubsetting` of a Feature is the first `ownedSubsetting` that is a `ReferenceSubsetting` (if any).

```
ownedReferenceSubsetting =  
  let referenceSubsettings : OrderedSet(ReferenceSubsetting) =  
    ownedSubsetting->selectByKind(ReferenceSubsetting) in  
    if referenceSubsettings->isEmpty() then null  
    else referenceSubsettings->first() endif
```

#### `deriveFeatureOwnedSubsetting`

The `ownedRedefinitions` of a Feature are its `ownedSpecializations` that are `Subsettings`.

```
ownedSubsetting = ownedSpecialization->selectByKind(Subsetting)
```

#### `deriveFeatureOwnedTypeFeaturing`

The `ownedTypeFeaturings` of a Feature are its `ownedRelationships` that are `TypeFeaturings` and which have the Feature as their `featureOfType`.

```
ownedTypeFeaturing = ownedRelationship->selectByKind(TypeFeaturing)->  
  select(tf | tf.featureOfType = self)
```

#### `deriveFeatureOwnedTyping`

The `ownedTypings` of a Feature are its `ownedSpecializations` that are `FeatureTypings`.

```
ownedTyping = ownedGeneralization->selectByKind(FeatureTyping)
```

#### `deriveFeatureType`

If a Feature has `chainingFeatures`, then its types are the same as the last `chainingFeature`. Otherwise its types are the union of the types of its `typings` and the types of the `subsettingFeatures` of its `subsettings`, with all redundant supertypes removed.

```
type =  
  let types : OrderedSet(Type) = typing.type->  
    union(subsetting.subsettingFeature.type)->  
    asOrderedSet() in  
    if chainingFeature->isEmpty() then types  
    else  
      types->union(chainingFeature->last().type)->  
      asOrderedSet()  
    endif
```

#### `validateFeatureChainingFeatureNotOne`

```
chainingFeatures->size() <> 1
```

#### `validateFeatureChainingFeaturesNotSelf`

A Feature cannot be one of its own `chainingFeatures`.

```
chainingFeatures->excludes(self)
```

#### `validateFeatureMultiplicityDomain`

If a Feature has a multiplicity, then the featuringTypes of the multiplicity must be the same as those of the Feature itself.

```
multiplicity <> null implies multiplicity.featureingType = featuringType
```

validateFeatureOwnedReferenceSubsetting

A Feature must have at most one ownedSubsetting that is an ReferenceSubsetting.

```
ownedSubsetting->selectByKind(ReferenceSubsetting)->size() <= 1
```

#### 8.3.3.3.4 FeatureChaining

##### Description

FeatureChaining is a Relationship that makes its target Feature one of the chainingFeatures of its owning Feature.

##### General Classes

Relationship

##### Attributes

chainingFeature : Feature {redefines target}

The Feature whose values partly determine values of featureChained, as described in  
Feature::chainingFeature.

/featureChained : Feature {subsets owningRelatedElement, redefines source}

The Feature whose values are partly determined by values of the chainingFeature, as described in  
Feature::chainingFeature.

##### Operations

None.

##### Constraints

None.

#### 8.3.3.3.5 FeatureInverting

##### Description

A FeatureInverting is a Relationship between Features asserting that their interpretations (sequences) are the reverse of each other, identified as featureInverted and invertingFeature. For example, a Feature identifying each person's parents is the inverse of a Feature identifying each person's children. A person identified as a parent of another will identify that other as one of their children.

##### General Classes

Relationship



### Attributes

`featureInverted` : Feature {redefines `source`}

The `Feature` that is an inverse of the `invertingFeature`.

`invertingFeature` : Feature {redefines `target`}

The `Feature` that is an inverse of the `invertedFeature`.

`/owningFeature` : Feature [0..1] {subsets `owningRelatedElement`, `featureInverted`}

A `featureInverted` that is also the `owningRelatedElement` of this `FeatureInverting`.

### Operations

None.

### Constraints

None.

## 8.3.3.3.6 FeatureTyping

### Description

`FeatureTyping` is Specialization in which the `specific Type` is a `Feature`. This means the set of instances of the (specific) `typedFeature` is a subset of the set of instances of the (general) `type`. In the simplest case, the `type` is a `Classifier`, whereupon the `typedFeature` has values that are instances of the `Classifier`.

### General Classes

Specialization

### Attributes

`/owningFeature` : Feature [0..1] {subsets `typedFeature`, redefines `owningType`}

A `typedFeature` that is also the `owningRelatedElement` of this `FeatureTyping`.

`type` : Type {redefines `general`}

The `Type` that is being applied by this `FeatureTyping`.

`typedFeature` : Feature {redefines `specific`}

The `Feature` that has a `type` determined by this `FeatureTyping`.

### Operations

None.

### Constraints

None.

### 8.3.3.3.7 Featuring

#### Description

Featuring is a Relationship between a Type and a Feature that is featured by that Type. It asserts that every instance in the domain of the feature must be classified by the type.

Featuring is abstract and does not commit to which of feature or type are the source or target of the Relationship. This commitment is made in the subclasses of Featuring, TypeFeaturing and FeatureMembership, which have opposite directions.

#### General Classes

Relationship

#### Attributes

feature : Feature {subsets relatedElement}

The Feature that is featured by the featuringType.

type : Type {subsets relatedElement}

The Type that features the featureOfType.

#### Operations

None.

#### Constraints

None.

### 8.3.3.3.8 Redefinition

#### Description

Redefinition is a kind of Subsetting that requires the redefinedFeature and the redefiningFeature to have the same values (on each instance of the domain of the redefiningFeature). This means any restrictions on the redefiningFeature, such as type or multiplicity, also apply to the redefinedFeature (on each instance of the domain of the redefiningFeature), and vice versa. The redefinedFeature might have values for instances of the domain of the redefiningFeature, but only as instances of the domain of the redefinedFeature that happen to also be instances of the domain of the redefiningFeature. This is supported by the constraints inherited from Subsetting on the domains of the redefiningFeature and redefinedFeature. However, these constraints are narrowed for Redefinition to require the owningTypes of the redefiningFeature and redefinedFeature to be different and the redefinedFeature to not be inherited into the owningNamespace of the redefiningFeature. This enables the redefiningFeature to have the same name as the redefinedFeature, if desired.

#### General Classes

Subsetting

#### Attributes

redefinedFeature : Feature {redefines subsettedFeature}

The Feature that is redefined by the redefiningFeature of this Redefinition.

redefiningFeature : Feature {redefines subsettingFeature}

The Feature that is redefining the redefinedFeature of this Redefinition.

## Operations

None.

## Constraints

validateRedefinitionFeaturingTypes

The subsettingFeature of a Subsetting must have at least one featuringType that is not also a featuringType of the subsettedFeature.

```
let anythingType: Type =
    subsettingFeature.resolveGlobal('Base::Anything').oclAsType(Type) in
-- Including "Anything" accounts for implicit featuringType of Features
-- with no explicit featuringType.
let subsettingFeaturingTypes: Set(Type) =
    subsettingFeature.featuringTypes->asSet()->including(anythingType) in
let subsettedFeaturingTypes: Set(Type) =
    subsettedFeature.featuringTypes->asSet()->including(anythingType) in
subsettingFeaturingTypes <> subsettedFeaturingType
```

### 8.3.3.3.9 ReferenceSubsetting

#### Description

ReferenceSubsetting is a kind of Subsetting in which the referencedFeature is syntactically distinguished from other Features subsetted by the referencingFeature. ReferenceSubsetting has the same semantics as Subsetting, but the referenceFeature may have a special purpose relative to the referencingFeature. For instance, ReferenceSubsetting is used to identify the relatedFeatures of a Connector.

ReferenceSubsetting is always an ownedRelationship of its referencingFeature. A Feature can have at most one ownedReferenceSubsetting.

#### General Classes

Subsetting

#### Attributes

referencedFeature : Feature {redefines subsettedFeature}

The Feature that is referenced by the referencingFeature of this ReferenceSubsetting.

/referencingFeature : Feature {redefines subsettingFeature, owningFeature}

The Feature that owns this ReferenceSubsetting relationship, which is also its subsettingFeature.

## Operations

None.

## Constraints

None.

### 8.3.3.3.10 Subsetting

#### Description

Subsetting is Specialization in which the specific and general Types are Features. This means all values of the `subsettingFeature` (on instances of its domain, i.e., the intersection of its `featuringTypes`) are values of the `subsettedFeature` on instances of its domain. To support this the domain of the `subsettingFeature` must be the same or specialize (at least indirectly) the domain of the `subsettedFeature` (via Specialization), and the co-domain (intersection of the `types`) of the `subsettingFeature` must specialize the co-domain of the `subsettedFeature`.

#### General Classes

Specialization

#### Attributes

`/owningFeature : Feature {subsets subsettingFeature, redefines owningType}`

A `subsettingFeature` that is also the `owningRelatedElement` of this Subsetting.

`subsettedFeature : Feature {redefines general}`

The `Feature` that is subsetted by the `subsettingFeature` of this Subsetting.

`subsettingFeature : Feature {redefines specific}`

The `Feature` that is a subset of the `subsettedFeature` of this Subsetting.

## Operations

None.

## Constraints

`validateSubsettingFeaturingTypes`

For each `featuringType` of the `subsettedFeature` of a Subsetting, there must be a `featuringType` of the `subsettingFeature` that conforms to it.

```
let subsettingFeaturingTypes: OrderedSet (Type) =
    subsettingFeature.featuringTypes in
let subsettedFeaturingTypes: OrderedSet (Type) =
    subsettedFeature.featuringTypes in
let anythingType: Element =
    subsettingFeature.resolveGlobal('Base::Anything') in
subsettedFeaturingTypes->forall(t |
```

```

subsettingFeaturingTypes->isEmpty() and t = anythingType or
subsettingFeaturingTypes->exists(specializes(t))

```

### 8.3.3.3.11 TypeFeaturing

#### Description

A `TypeFeaturing` is a `Featuring Relationship` in which the `featureOfType` is the source and the `featuringType` is the target.

#### General Classes

Featuring

#### Attributes

`featureOfType` : `Feature` {redefines `source`, `feature`}

The `Feature` that is featured by the `featuringType`. It is the source of the `TypeFeaturing`.

`featuringType` : `Type` {redefines `target`, `type`}

The `Type` that features the `featureOfType`. It is the target of the `TypeFeaturing`.

`/owningFeatureOfType` : `Feature` [0..1] {subsets `featureOfType`, `owningRelatedElement`}

A `featureOfType` that is also the `owningRelatedElement` of this `TypeFeaturing`.

#### Operations

None.

#### Constraints

None.

## 8.3.4 Kernel Abstract Syntax

### 8.3.4.1 Data Types Abstract Syntax

#### 8.3.4.1.1 Overview

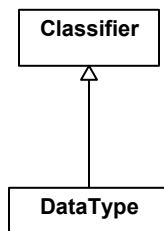


Figure 22. Data Types

#### 8.3.4.1.2 DataType

#### Description

A `DataType` is a `Classifier` of things (in the universe) that can only be distinguished by how they are related to other things (via `Features`). This means multiple things classified by the same `DataType`

- Cannot be distinguished when they are related to other things in exactly the same way, even when they are intended to be about different things.
- Can be distinguished when they are related to other things in different ways, even when they are intended to be about the same thing.

## General Classes

Classifier

## Attributes

None.

## Operations

None.

## Constraints

`checkDataTypeSpecialization`

A `DataType` must directly or indirectly specialize the base `DataType` `Base::DataValue` from the Kernel Semantic Library.

```
specializesFromLibrary('Base::DataValue')
```

`validateDatatypeSpecialization`

A `DataType` must not specialize a `Class` or an `Association`.

```
ownedSpecialization.general->
  forAll(not oclIsKindOf(Class) and
        not oclIsKindOf(Association))
```

### 8.3.4.2 Classes Abstract Syntax

#### 8.3.4.2.1 Overview

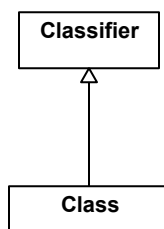


Figure 23. Classes

#### 8.3.4.2.2 Class

##### Description

A `Class` is a `Classifier` of things (in the universe) that can be distinguished without regard to how they are related to other things (via `Features`). This means multiple things classified by the same `Class` can be distinguished, even when they are related other things in exactly the same way.

## General Classes

Classifier

## Attributes

None.

## Operations

None.

## Constraints

checkClassSpecialization

A `Class` must directly or indirectly specialize the base `Class` `Occurrences::Occurrence` from the Kernel Semantic Library.

```
specializesFromLibrary('Occurrences::Occurrence')
```

validateClassSpecialization

A `Class` must not specialize a `DataType` and it can only specialize an `Association` if it is an `AssociationStructure`.

```
ownedSpecialization.general->
  forAll(not oclIsKindOf(DataType)) and
not oclIsKindOf(AssociationStructure) implies
  ownedSpecialization.general->
    forAll(not oclIsKindOf(Association))
```

### 8.3.4.3 Structures Abstract Syntax

#### 8.3.4.3.1 Overview

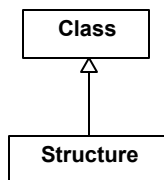


Figure 24. Structures

#### 8.3.4.3.2 Structure

##### Description

A `Structure` is a `Class` of objects in the modeled universe that are primarily structural in nature. While such an object is not itself behavioral, it may be involved in and acted on by `Behaviors`, and it may be the performer of some of them.

General Classes

Class

Attributes

None.

Operations

None.

Constraints

checkStructureSpecialization

A Structure must directly or indirectly specialize the base Structure *Objects::Object* from the Kernel Semantic Library.

specializesFromLibrary('Objects::Object')

8.3.4.4 Associations Abstract Syntax

8.3.4.4.1 Overview

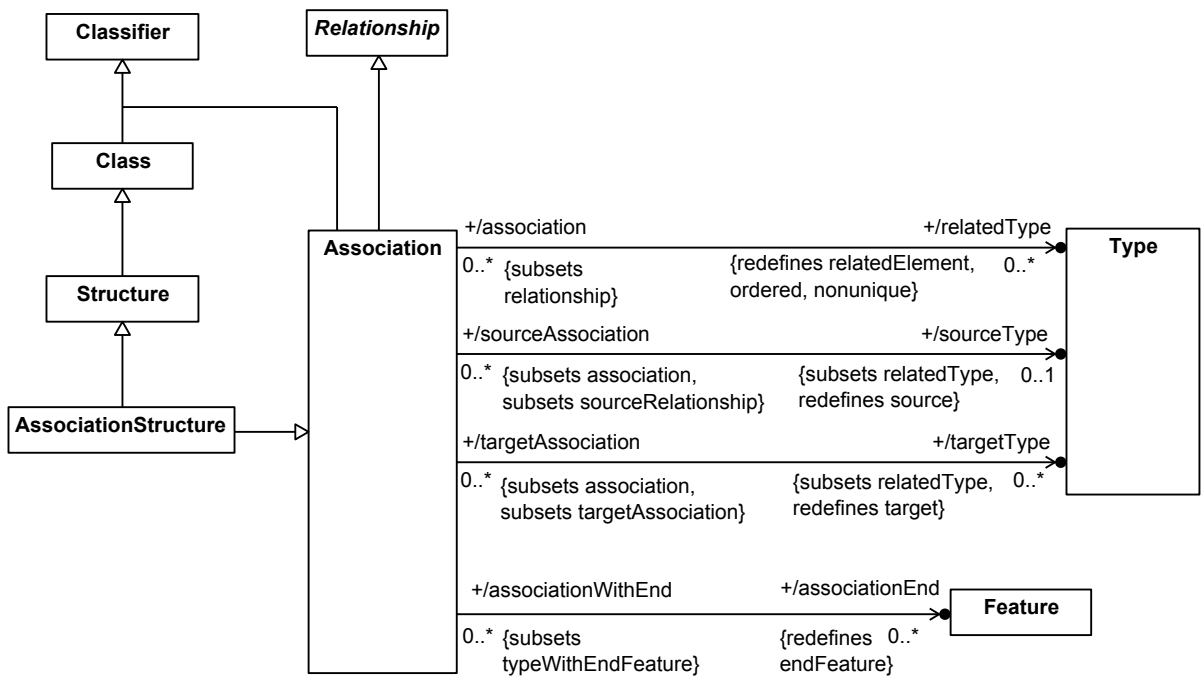


Figure 25. Associations

8.3.4.4.2 Association

Description



An Association is a Relationship and a Classifier to enable classification of links between things (in the universe). The co-domains (types) of the associationEnd Features are the relatedTypes, as co-domain and participants (linked things) of an Association identify each other.

## General Classes

Relationship  
Classifier

## Attributes

/associationEnd : Feature [0..\*] {redefines endFeature}

The features of the Association that identify the things that can be related by it. A concrete Association must have at least two associationEnds. When it has exactly two, the Association is called a *binary* Association.

/relatedType : Type [0..\*] {redefines relatedElement, ordered, nonunique}

The types of the associationEnds of the Association, which are the relatedElements of the Association considered as a Relationship.

/sourceType : Type [0..1] {subsets relatedType, redefines source}

The source relatedType for this Association. It is the first relatedType of the Association.

/targetType : Type [0..\*] {subsets relatedType, redefines target}

The target relatedTypes for this Association. This includes all the relatedTypes other than the sourceType.

## Operations

None.

## Constraints

checkAssociationBinarySpecialization

A binary Association must directly or indirectly specialize the base Association *Links::binaryLink* from the Kernel Semantic Library.

```
ownedEndFeature->size() = 2 implies  
  specializesFromLibrary("Links::BinaryLink")
```

checkAssociationSpecialization

An Association must directly or indirectly specialize the base Association *Links::Link* from the Kernel Semantic Library.

```
specializesFromLibrary("Links::Link")
```

deriveAssociationRelatedType

The relatedTypes of an Association are the types of its associationEnds.

```
relatedType = associationEnd.type
```

#### deriveAssociationSourceType

The sourceType of an Association is its first relatedType (if any).

```
sourceType =  
    if relatedType->isEmpty() then null  
    else relatedType->first() endif
```

#### deriveAssociationTargetType

```
targetType =  
    if relatedType->size() < 2 then OrderedSet{}  
    else  
        relatedType->  
            subSequence(2, relatedType->size())->  
            asOrderedSet()  
    endif
```

#### validateAssociationBinarySpecialization

If an Association has more than two associationEnds, then it must *not* specialize, directly or indirectly, the Association *BinaryLink* from the Kernel Semantic Library.

```
associationEnds->size() > 2 implies  
    not specializesFromLibrary("Links::BinaryLink")
```

#### validateAssociationRelatedTypes

If an Association is concrete (not abstract), then it must have at least two relatedTypes.

```
not isAbstract implies relatedType->size() >= 2
```

#### validateAssociationStructureIntersection

If an Association is also a kind of Structure, then it must be an AssociationStructure.

```
oclIsKindOf(Structure) = oclIsKindOf(AssociationStructure)
```

### 8.3.4.4.3 AssociationStructure

#### Description

An AssociationStructure is an Association that is also a Structure, classifying link objects that are both links and objects. As objects, link objects can be created and destroyed, and their non-end Features can change over time. However, the values of the end Features of a link object are fixed and cannot change over its lifetime.

#### General Classes

Structure  
Association

#### Attributes

None.

## Operations

None.

## Constraints

checkAssociationStructureBinarySpecialization

A binary AssociationStructure must directly or indirectly specialize the base AssociationStructure *Objects::BinaryLinkObject* from the Kernel Semantic Library.

```
endFeature->size() = 2 implies  
    specializesFromLibrary("Objects::BinaryLinkObject")
```

checkAssociationStructureSpecialization

An AssociationStructure must directly or indirectly specialize the base AssociationStructure *Objects::LinkObject* from the Kernel Semantic Library.

```
specializesFromLibrary("Objects::ObjectLink")
```

### 8.3.4.5 Connectors Abstract Syntax

### 8.3.4.5.1 Overview

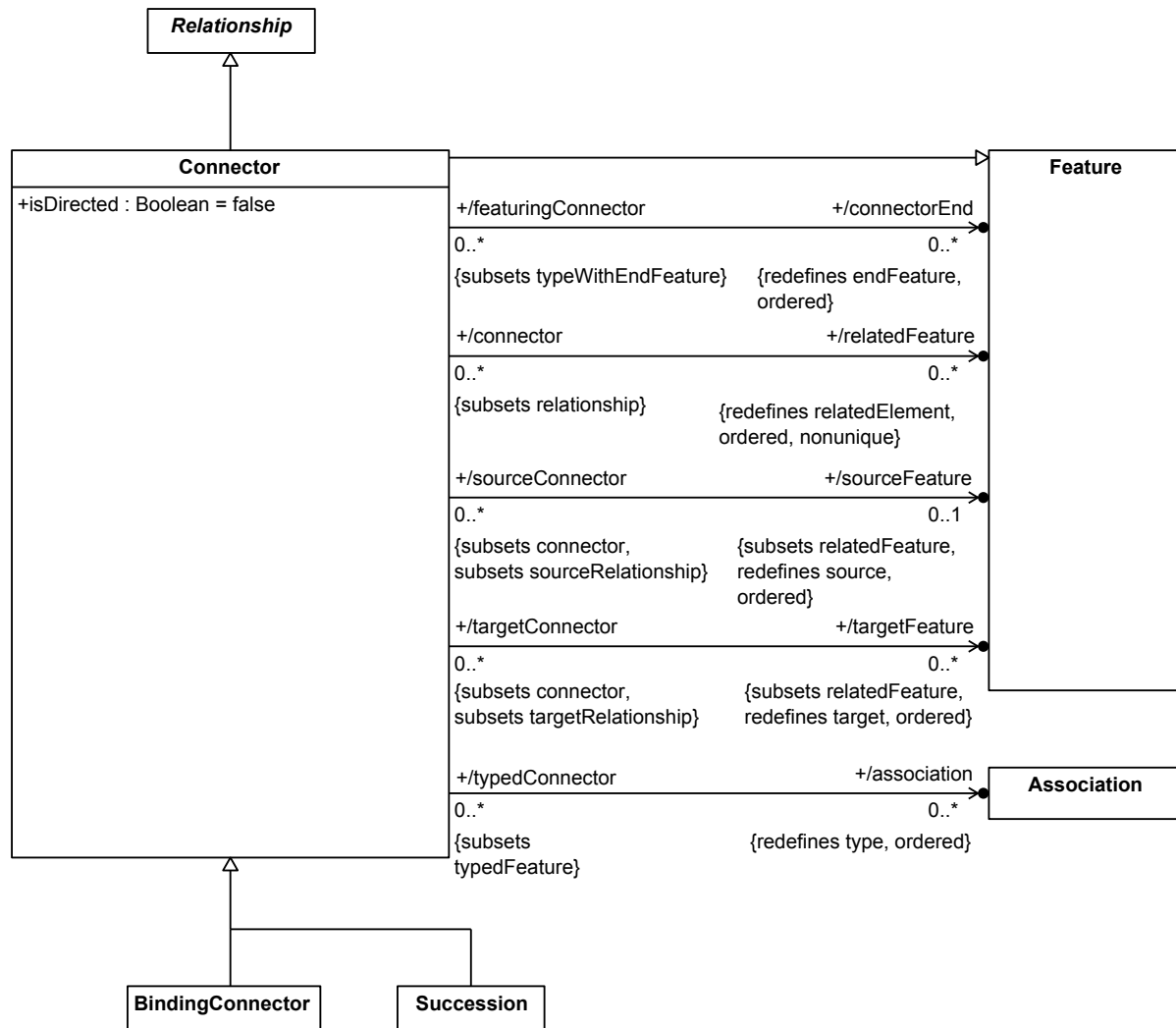
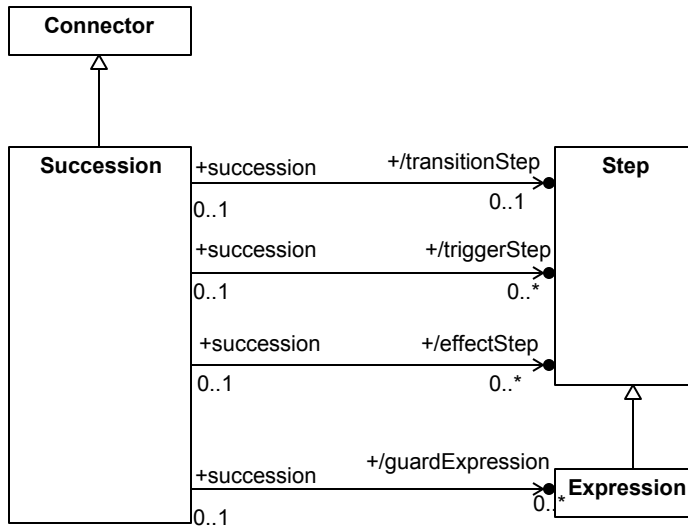


Figure 26. Connectors



**Figure 27. Successions**

### 8.3.4.5.2 Binding Connector

#### Description

A `BindingConnector` is a binary `Connector` that requires its `relatedFeatures` to identify the same things (have the same values).

#### General Classes

`Connector`

#### Attributes

None.

#### Operations

None.

#### Constraints

`checkBindingConnectorSpecialization`

A `BindingConnector` must directly or indirectly specialize the base `BindingConnector` `Links::selfLinks` from the Kernel Semantic Library.

```
specializesFromLibrary("Links::selfLinks")
```

`validateBindingConnectorIsBinary`

A `BindingConnector` must be binary.

```
relatedFeature->size() = 2
```

### 8.3.4.5.3 Connector

#### Description

A `Connector` is a usage of `Associations`, with links restricted according to instances of the `Type` in which they are used (domain of the `Connector`). The `associations` of the `Connector` restrict what kinds of things might be linked. The `Connector` further restricts these links to be between values of `Features` on instances of its domain.

#### General Classes

Relationship  
Feature

#### Attributes

`/association : Association [0..*] {redefines type, ordered}`

The `Associations` that type the `Connector`.

`/connectorEnd : Feature [0..*] {redefines endFeature, ordered}`

The `endFeatures` of a `Connector`, which redefine the `endFeatures` of the `associations` of the `Connector`. The `connectorEnds` determine via `ReferenceSubsetting Relationships` which `Features` are related by the `Connector`.

`isDirected : Boolean`

For a binary `Connector`, whether or not the `Connector` should be considered to have a direction from `sourceFeature` to `targetFeature`.

`/relatedFeature : Feature [0..*] {redefines relatedElement, ordered, nonunique}`

The `Features` that are related by this `Connector` considered as a `Relationship` and that restrict the links it identifies, given by the referenced `Features` of the `connectorEnds` of the `Connector`.

`/sourceFeature : Feature [0..1] {subsets relatedFeature, redefines source, ordered}`

The source `relatedFeature` for this `Connector`. It is the first `relatedFeature`.

`/targetFeature : Feature [0..*] {subsets relatedFeature, redefines target, ordered}`

p>The target `relatedFeatures` for this `Connector`. This includes all the `relatedFeatures` other than the `sourceFeature`.

#### Operations

None.

#### Constraints

`checkConnectorBinaryObjectSpecialization`

A binary `Connector` for an `AssociationStructure` must directly or indirectly specialize the base `Connector Objects::binaryLinkObjects` from the Kernel Semantic Library.

```
connectorEnds->size() = 2 and
association->exists(oclIsKindOf(AssociationStructure)) implies
    specializesFromLibrary("Objects::binaryLinkObjects")
```

#### checkConnectorBinarySpecialization

A binary Connector must directly or indirectly specialize the base Connector *Links::binaryLinks* from the Kernel Semantic Library.

```
connectorEnd->size() = 2 implies
    specializesFromLibrary("Links::binaryLinks")
```

#### checkConnectorObjectSpecialization

A Connector for an AssociationStructure must directly or indirectly specialize the base Connector *Objects::linkObjects* from the Kernel Semantic Library.

```
association->exists(oclIsKindOf(AssociationStructure)) implies
    specializesFromLibrary("Objects::linkObjects")
```

#### checkConnectorSpecialization

A Connector must directly or indirectly specialize the base Connector *Links::links* from the Kernel Semantic Library.

```
specializesFromLibrary("Links::links")
```

#### checkConnectorTypeFeaturing

Each relatedFeature of a Connector must have some featuringType of the Connector as a direct or indirect featuringType (where a Feature with no featuringType is treated as if the Classifier *Base::Anything* was its featuringType).

```
relatedFeature->forall(f |
    if featuringType->isEmpty() then f.isFeaturedWithin(null)
    else featuringType->exists(t | f.isFeaturedWithin(t))
endif)
```

#### deriveConnectorRelatedFeature

The relatedFeatures of a Connector are the referenced Features of its connectorEnds.

```
relatedFeature = connectorEnd.ownedReferenceSubsetting->
    select(s | s <> null).subsettingFeature
```

#### deriveConnectorSourceFeature

The sourceFeature of a Connector is its first relatedFeature (if any).

```
sourceFeature =
    if relatedFeature->isEmpty() then null
    else relatedFeature->first()
endif
```

#### deriveConnectorTargetFeature

The `targetFeatures` of a `Connector` are the `relatedFeatures` other than the `sourceFeature`.

```
targetFeature =
  if relatedFeature->size() < 2 then OrderedSet{}
  else
    relatedFeature->
      subSequence(2, relatedFeature->size())->
        asOrderedSet()
  endif
```

#### `validateConnectorBinarySpecialization`

If a `Connector` has more than two `connectorEnds`, then it must *not* specialize, directly or indirectly, the Association *BinaryLink* from the Kernel Semantic Library.

```
connectorEnds->size() > 2 implies
  not specializesFromLibrary("Links::BinaryLink")
```

#### `validateConnectorRelatedFeatures`

If a `Connector` is concrete (not abstract), then it must have at least two `relatedFeatures`.

```
not isAbstract implies relatedFeature->size() >= 2
```

### 8.3.4.5.4 Succession

#### Description

A `Succession` is a binary `Connector` that requires its `relatedFeatures` to happen separately in time.

#### General Classes

`Connector`

#### Attributes

`/effectStep : Step [0..*]`

Steps that represent occurrences that are side effects of the `transitionStep` occurring.

`/guardExpression : Expression [0..*]`

Expressions that must evaluate to true before the `transitionStep` can occur.

`/transitionStep : Step [0..1]`

A `Step` that is typed by the Behavior *TransitionPerformances::TransitionPerformance* (from the Kernel Semantic Library) that has this `Succession` as its *transitionLink*.

`/triggerStep : Step [0..*]`

Steps that map incoming events to the timing of occurrences of the `transitionStep`. The values of `triggerStep` subset the list of acceptable events to be received by a `Behavior` or the object that performs it.

#### Operations



None.

## Constraints

### checkSuccessionSpecialization

A Succession must directly or indirectly specialize the Feature *Occurrences::happensBeforeLinks* from the Kernel Semantic Library.

```
specializesFromLibrary("Occurrences::happensBeforeLinks")
```

### deriveSuccessionEffectStep

The effectStep of a Succession is the fourth ownedFeature of its transitionStep, which must be a Step.

```
effectStep =
  if transitionStep = null or
    transitionStep.ownedFeature.size() < 4 or
    not transitionStep.ownedFeature->at(4).oclIsKindOf(Step)
  then Set{}
  else Set{transitionStep.ownedFeature->at(4).oclAsType(Step)}
  endif
```

### deriveSuccessionGuardExpression

The guardExpression of a Succession is the third ownedFeature of its transitionStep, which must be an Expression.

```
guardExpression =
  if transitionStep = null or
    transitionStep.ownedFeature.size() < 3 or
    not transitionStep.ownedFeature->at(3).oclIsKindOf(Expression)
  then Set{}
  else Set{transitionStep.ownedFeature->at(3).oclAsType(Expression)}
  endif
```

### deriveSuccessionTransitionStep

If the owningNamespace of a Succession is a Step that specializes *TransitionPerformances::TransitionPerformance*, then this is presumed to be the transitionStep for the Succession.

```
transitionStep =
  if owningNamespace.oclIsKindOf(Step) and
    owningNamespace.oclAsType(Step).
      specializesFromLibrary('TransitionPerformances::TransitionPerformance') then
    owningNamespace.oclAsType(Step)
  else null
  endif
```

### deriveSuccessionTriggerStep

The triggerStep of a Succession is the second ownedFeature of its transitionStep, which must be a Step.

```
triggerStep =
  if transitionStep = null or
```

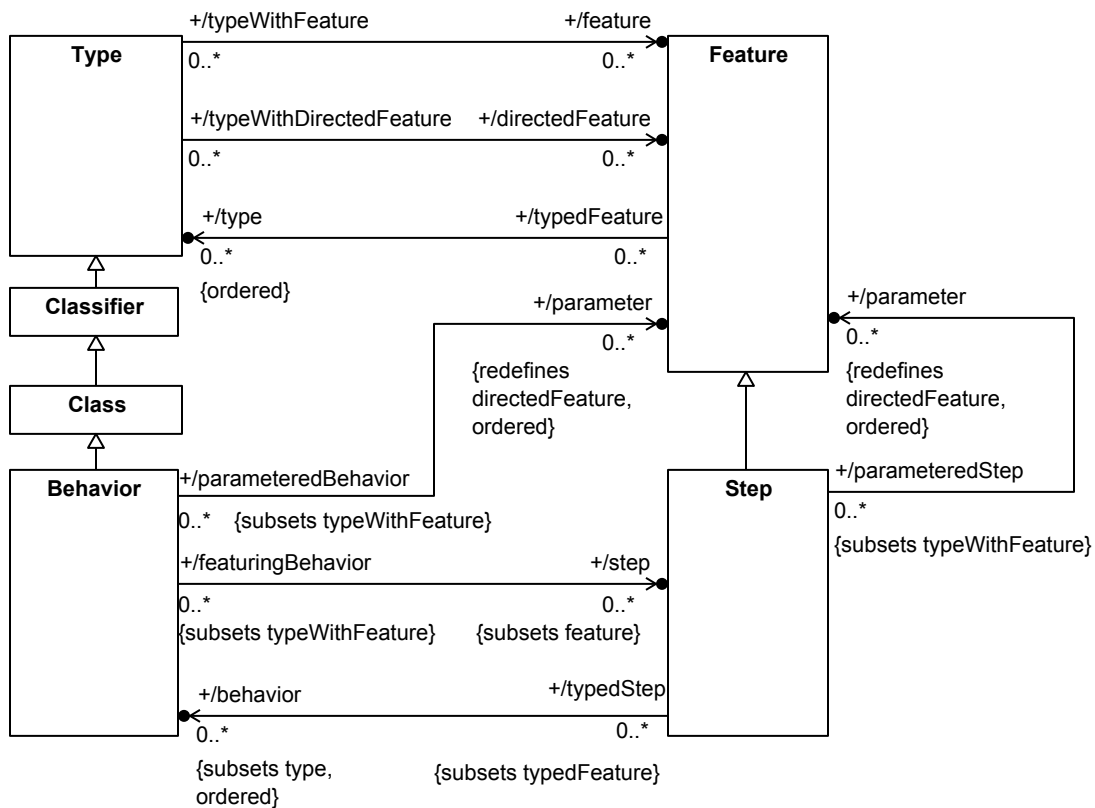
```

        transitionStep.ownedFeature.size() < 2 or
        not transitionStep.ownedFeature->at(2).oclIsKindOf(Step)
    then Set{}
else Set{transitionStep.ownedFeature->at(2).oclAsType(Step)}
endif

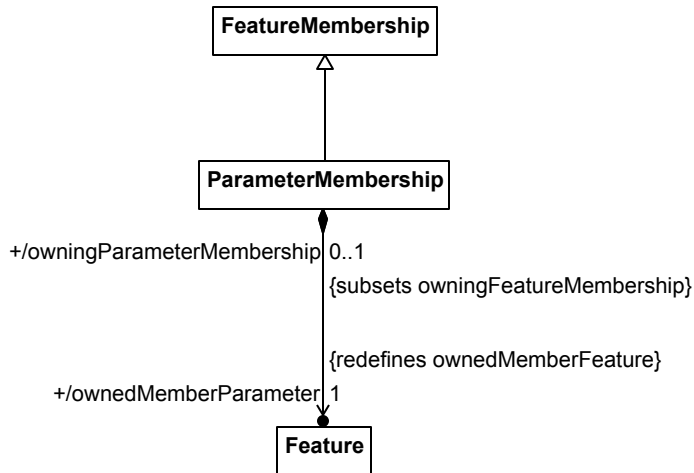
```

### 8.3.4.6 Behaviors Abstract Syntax

### 8.3.4.6.1 Overview



### Figure 28. Behaviors



**Figure 29. Parameter Memberships**

#### 8.3.4.6.2 Behavior

##### Description

A *Behavior* coordinates occurrences of other *Behaviors*, as well as changes in objects. *Behaviors* can be decomposed into *Steps* and be characterized by *parameters*.

##### General Classes

Class

##### Attributes

/parameter : *Feature* [0..\*] {redefines directedFeature, ordered}

The parameters of this *Behavior*, which are defined as its *directedFeatures*, whose values are passed into and/or out of a performance of the *Behavior*.

/step : *Step* [0..\*] {subsets feature}

The *Steps* that make up this *Behavior*.

##### Operations

None.

##### Constraints

checkBehaviorSpecialization

A *Behavior* must directly or indirectly specialize the base *Behavior* *Performances::Performance* from the Kernel Semantic Library.

specializesFromLibrary("Performances::Performance")

deriveBehaviorStep

The steps of a Behavior are its features that are Steps.

```
step = feature->selectByKind(Step)
```

### 8.3.4.6.3 Step

#### Description

A Step is a Feature that is typed by one or more Behaviors. Steps may be used by one Behavior to coordinate the performance of other Behaviors, supporting a steady refinement of behavioral descriptions. Steps can be ordered in time and can be connected using ItemFlows to specify things flowing between their parameters.

#### General Classes

Feature

#### Attributes

/behavior : Behavior [0..\*] {subsets type, ordered}

The Behaviors that type this Step.

/parameter : Feature [0..\*] {redefines directedFeature, ordered}

The parameters of this Step, which are defined as its directedFeatures, whose values are passed into and/or out of a performance of the Step.

#### Operations

None.

#### Constraints

checkStepEnclosedPerformanceSpecialization

A Step whose owningType is a Behavior or another Step must directly or indirectly specialize the Step *Performances::Performance::enclosedPerformance*.

```
owningType <> null and
  (owningType.ocIsKindOf(Behavior) or
   owningType.ocIsKindOf(Step)) implies
  specializesFromLibrary('Performances::Performance::enclosedPerformance')
```

checkStepOwnedPerformanceSpecialization

A composite Step whose owningType is a Structure or a Feature typed by a Structure must directly or indirectly specialize the Step *Objects::Object::ownedPerformance*.

```
isComposite and owningType <> null and
(owningType.ocIsKindOf(Structure) or
 owningType.ocIsKindOf(Feature) and
 owningType.ocAsType(Feature).type->
  exists(ocIsKindOf(Structure)) implies
  specializesFromLibrary('Objects::Object::ownedPerformance')
```

### checkStepSpecialization

A Step must directly or indirectly specialize the base Step *Performances::performances* from the Kernel Semantic Library.

```
allSupertypes() -> includes(resolveGlobal("Performances::performances"))
```

### checkStepSubperformanceSpecialization

A Step whose owningType is a Behavior or another Step, and which is composite, must directly or indirectly specialize the Step *Performances::Performance::subperformance*.

```
owningType <> null and  
  (owningType.ocIsKindOf(Behavior) or  
   owningType.ocIsKindOf(Step)) and  
  self.isComposite implies  
    specializesFromLibrary('Performances::Performance::subperformance')
```

### deriveStepBehavior

The behaviors of a Step are all its types that are Behaviors.

```
behavior = type->selectByKind(Behavior)
```

## 8.3.4.6.4 ParameterMembership

### Description

A ParameterMembership is a FeatureMembership that identifies its memberFeature as a parameter, which is always owned, and must have a direction. A ParameterMembership must be owned by a Behavior or a Step.

### General Classes

FeatureMembership

### Attributes

```
/ownedMemberParameter : Feature {redefines ownedMemberFeature}
```

The Feature that is identified as a parameter by this ParameterMembership.

### Operations

None.

### Constraints

validateParameterMembershipOwningType

A ParameterMembership must be owned by a Behavior or a Step.

```
owningType.ocIsKindOf(Behavior) or owningType.ocIsKindOf(Step)
```

validateParameterMembershipParameterHasDirection

The ownedMemberParameter of a ParameterMembership must have a non-null direction.

ownedMemberParameter.direction <> null

### 8.3.4.7 Functions Abstract Syntax

#### 8.3.4.7.1 Overview

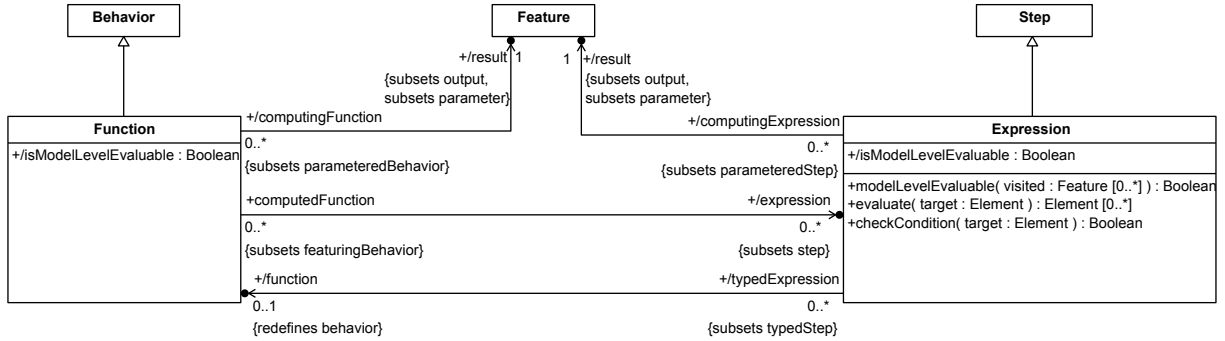


Figure 30. Functions

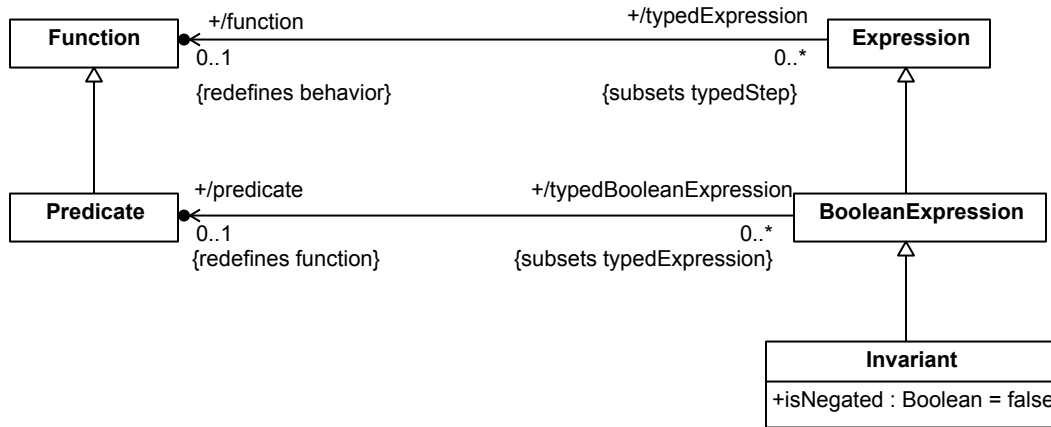


Figure 31. Predicates

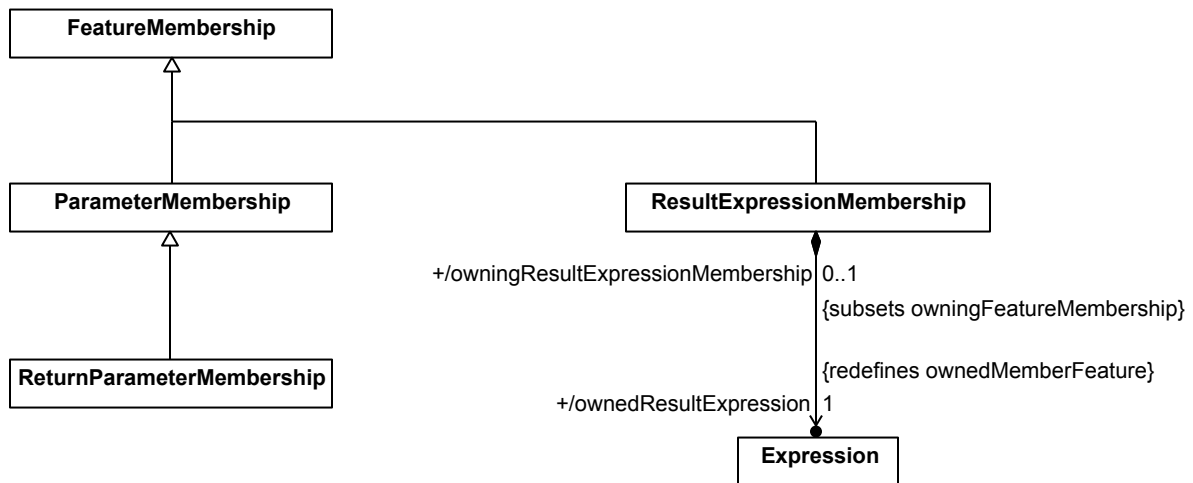


Figure 32. Function Memberships

### 8.3.4.7.2 BooleanExpression

#### Description

A `BooleanExpression` is a *Boolean*-valued `Expression` whose type is a `Predicate`. It represents a logical condition resulting from the evaluation of the `Predicate`.

#### General Classes

`Expression`

#### Attributes

`/predicate : Predicate [0..1] {redefines function}`

The `Predicate` that types this `BooleanExpression`.

#### Operations

None.

#### Constraints

`checkBooleanExpressionSpecialization`

A `BooleanExpression` must directly or indirectly specialize the base `BooleanExpression` *Performances::booleanEvaluations* from the Kernel Semantic Library.

`specializesFromLibrary("Performances::booleanEvaluations")`

### 8.3.4.7.3 Expression

#### Description

An `Expression` is a `Step` that is typed by a `Function`. An `Expression` that also has a `Function` as its `featuringType` is a computational step within that `Function`. An `Expression` always has a single `result` parameter, which redefines the `result` parameter of its defining function. This allows `Expressions` to be interconnected in tree structures, in which inputs to each `Expression` in the tree are determined as the results of other `Expression` in the tree.

#### General Classes

`Step`

#### Attributes

`/function : Function [0..1] {redefines behavior}`

The `Function` that types this `Expression`.

`/isModelLevelEvaluable : Boolean`

Whether this `Expression` meets the constraints necessary to be evaluated at *model level*, that is, using metadata within the model.

/result : Feature {subsets parameter, output}

An output parameter of the Expression whose value is the result of the Expression. The result of an Expression is either inherited from its function or it is related to the Expression via a ReturnParameterMembership, in which case it redefines the result parameter of its function.

## Operations

checkCondition(target : Element) : Boolean

Model-level evaluate this Expression with the given target. If the result is a LiteralBoolean, return its value. Otherwise return false.

```
body: let results: Sequence(Element) = evaluate(target) in
    result->size() = 1 and
    results->first().oclIsKindOf(LiteralBoolean) and
    results->first().oclAsType(LiteralBoolean).value
```

evaluate(target : Element) : Element [0..\*]

If this Expression isModelLevelEvaluable, then evaluate it using the target as the context Element for resolving Feature names and testing classification. The result is a collection of Elements, which, for a fully evaluable Expression, will be a LiteralExpression or a Feature that is not an Expression.

**pre:** isModelLevelEvaluable

```
body: let resultExprs : Sequence(Expression) =
    ownedFeatureMembership->
        selectByKind(ResultExpressionMembership).
            ownedResultExpression in
if resultExpr->isEmpty() then Sequence{}
else resultExprs->first().evaluate(target)
endif
```

modelLevelEvaluable(visited : Feature [0..\*]) : Boolean

Return whether this Expression is model-level evaluable. The visited parameter is used to track possible circular Feature references. Such circular references are not allowed in model-level evaluable expressions.

An Expression that is not otherwise specialized is model-level evaluable if all of it has no ownedSpecializations and all its (non-implicit) features are either in parameters, the result parameter or a result Expression owned via a ResultExpressionMembership. The parameters must not have any ownedFeatures or a FeatureValue, and the result Expression must be model-level evaluable.

```
body: ownedSpecialization->isEmpty() and
ownedFeature->forall(f |
    (f.oclIsKindOf(Relationship) and
        f.oclAsType(Relationship).isImplicit) or
    (directionOf(f) = FeatureDirectionKind::_'in' or f = result) and
        f.ownedFeature->isEmpty() f.valuation = null and or
    f.owningFeatureMembership.oclIsKindOf(ResultExpressionMembership) and
        f.oclAsType(Expression).modelLevelEvaluable(visited)
```

## Constraints



### checkExpressionResultBindingConnector

If an Expression has an Expression owned via a ResultExpressionMembership, then the owning Expression must also own a BindingConnector between its result parameter and the result parameter of the result Expression.

```
ownedMembership.selectByKind(ResultExpressionMembership)->
  forAll(mem | ownedFeature.selectByKind(BindingConnector)->
    exists(binding |
      binding.relatedFeature->includes(result) and
      binding.relatedFeature->includes(mem.ownedResultExpression.result)))
```

### checkExpressionSpecialization

An Expression must directly or indirectly specialize the base Expression *Performances::evaluations* from the Kernel Semantic Library.

```
specializesFromLibrary("Performances::evaluations")
```

### checkExpressionTypeFeaturing

If this Expression is owned by a FeatureValue, then it must have the same featuringTypes as the featureWithValue of the FeatureValue.

```
owningMembership <> null and
owningMembership.ocIsKindOf(FeatureValue) implies
  let featureWithValue : Feature =
    owningMembership.ocAsType(FeatureValue).featureWithValue in
  featuringType = featureWithValue.featuringType
```

### deriveExpressionIsModelLevelEvaluable

Whether an Expression isModelLevelEvaluable is determined by the modelLevelEvaluable() operation.

```
isModelLevelEvaluable = modelLevelEvaluable(Set(Element){})
```

### deriveExpressionResult

If an Expression has a parameter owned via a ReturnParameterMembership, then that is its result parameter. Otherwise, its result parameter is the result parameter inherited from its function.

```
result =
  let resultParams : Sequence(Feature) =
    ownedFeatureMemberships->
      selectByKind(ReturnParameterMembership).
      ownedParameterMember in
  if resultParams->notEmpty() then resultParams->first()
  else if function <> null then function.result
  else null
endif endif
```

### validateExpressionResultParameterMembership

An Expression must own at most one ResultParameterMembership.

```
ownedFeatureMembership->
  selectByKind(ReturnParameterMembership)->
    size() <= 1
```

#### 8.3.4.7.4 Function

##### Description

A Function is a Behavior that has an out parameter that is identified as its result. A Function represents the performance of a calculation that produces the values of its result parameter. This calculation may be decomposed into Expressions steps of the Function.

##### General Classes

Behavior

##### Attributes

/expression : Expression [0..\*] {subsets step}

The Expressions that are steps in the calculation of the result of this Function.

/isModelLevelEvaluable : Boolean

Whether this Function can be used as the function of a model-level evaluable InvocationExpression. Certain Functions from the Kernel Functions Library are considered to have isModelLevelEvaluable = true. For all other Functions it is false.

**Note:** See the specification of the KerML concrete syntax notation for Expressions for an identification of which library Functions are model-level evaluable.

/result : Feature {subsets parameter, output}

The result parameter of the Function, which is owned by the Function via a ReturnParameterMembership.

##### Operations

None.

##### Constraints

checkFunctionResultBindingConnector

If a Function has an Expression owned via a ResultExpressionMembership, then the owning Function must also own a BindingConnector between its result parameter and the result parameter of the result Expression.

```
ownedMembership.selectByKind(ResultExpressionMembership)->
  forAll(mem | ownedFeature.selectByKind(BindingConnector)->
    exists(binding |
      binding.relatedFeature->includes(result) and
      binding.relatedFeature->includes(mem.ownedResultExpression.result)))
```

checkFunctionSpecialization

A Function must directly or indirectly specialize the base Function *Performances::Evaluation* from the Kernel Semantic Library.

```
specializesFromLibrary("Performances::Evaluation")
```

deriveFunctionResult

The result parameter of a Function is its parameter owned via a ReturnParameterMembership (if any).

```
result =
  let resultParams : Sequence(Feature) =
    ownedFeatureMemberships->
      selectByKind(ReturnParameterMembership).
        ownedParameterMember in
    if resultParams->notEmpty() then resultParams->first()
  else null
endif
```

validateFunctionResultParameterMembership

A Function must own at most one ResultParameterMembership.

```
ownedFeatureMembership->
  selectByKind(ReturnParameterMembership)->
    size() <= 1
```

#### 8.3.4.7.5 Invariant

##### Description

An Invariant is a BooleanExpression that is asserted to have a specific *Boolean* result value. If *isNegated* = *false*, then the result is asserted to be true. If *isNegated* = *true*, then the result is asserted to be false.

##### General Classes

BooleanExpression

##### Attributes

*isNegated* : Boolean

Whether this *Invariant* is asserted to be false rather than true.

##### Operations

None.

##### Constraints

checkInvariantSpecialization

An Invariant must directly or indirectly specialize either of the following BooleanExpressions from the Kernel Semantic Library: *Performances::trueEvaluations*, if *isNegated* = *false*, or *Performances::falseEvaluations*, if *isNegated* = *true*.

```

if isNegated then
    specializesFromLibrary("Performances::falseEvaluations")
else
    specializesFromLibrary("Performances::trueEvaluations")
endif

```

#### 8.3.4.7.6 Predicate

##### Description

A `Predicate` is a `Function` whose result parameter has type *Boolean* and multiplicity 1..1.

##### General Classes

Function

##### Attributes

None.

##### Operations

None.

##### Constraints

checkPredicateSpecialization

A `Predicate` must directly or indirectly specialize the base `Predicate` *Performances::BooleanEvaluation* from the Kernel Semantic Library.

```

specializesFromLibrary("Performances::BooleanEvaluation")

```

#### 8.3.4.7.7 ResultExpressionMembership

##### Description

A `ResultExpressionMembership` is a `FeatureMembership` that indicates that the `ownedResultExpression` provides the result values for the `Function` or `Expression` that owns it. The owning `Function` or `Expression` must contain a `BindingConnector` between the result parameter of the `ownedResultExpression` and the result parameter of the owning `Function` or `Expression`.

##### General Classes

FeatureMembership

##### Attributes

```

/ownedResultExpression : Expression {redefines ownedMemberFeature}

```

The `Expression` that provides the result for the owner of the `ResultExpressionMembership`.

##### Operations

None.

## Constraints

`validateResultExpressionMembershipOwningType`

The `owningType` of a `ResultExpressionMembership` must be a `Function` or `Expression`.

`owningType.oclIsKindOf(Function)` or `owningType.oclIsKindOf(Expression)`

### 8.3.4.7.8 ReturnParameterMembership

#### Description

A `ReturnParameterMembership` is a `ParameterMembership` that indicates that the `ownedMemberParameter` is the result parameter of a `Function` or `Expression`. The direction of the `ownedMemberParameter` must be `out`.

#### General Classes

`ParameterMembership`

#### Attributes

None.

#### Operations

None.

## Constraints

`validateReturnParameterMembershipOwningType`

The `owningType` of a `ReturnParameterMembership` must be a `Function` or `Expression`.

`owningType.oclIsKindOf(Function)` or `owningType.oclIsKindOf(Expression)`

`validateReturnParameterMembershipParameterHasDirectionOut`

The `ownedMemberParameter` of a `ReturnParameterMembership` must have a `direction = out`.

`ownedMemberParameter.direction = ParameterDirectionKind::out`

### 8.3.4.8 Expressions Abstract Syntax

### 8.3.4.8.1 Overview

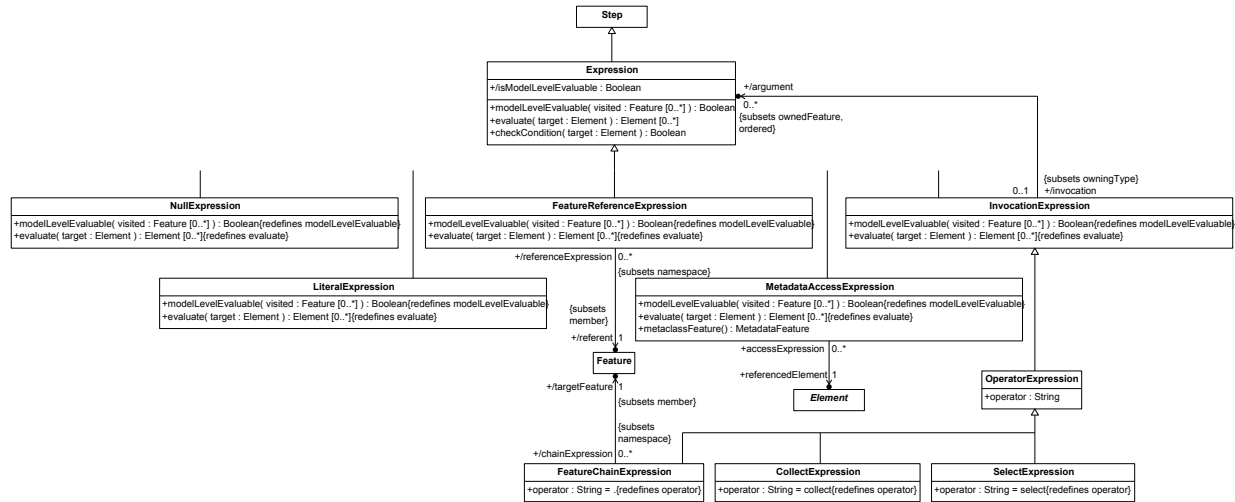


Figure 33. Expressions

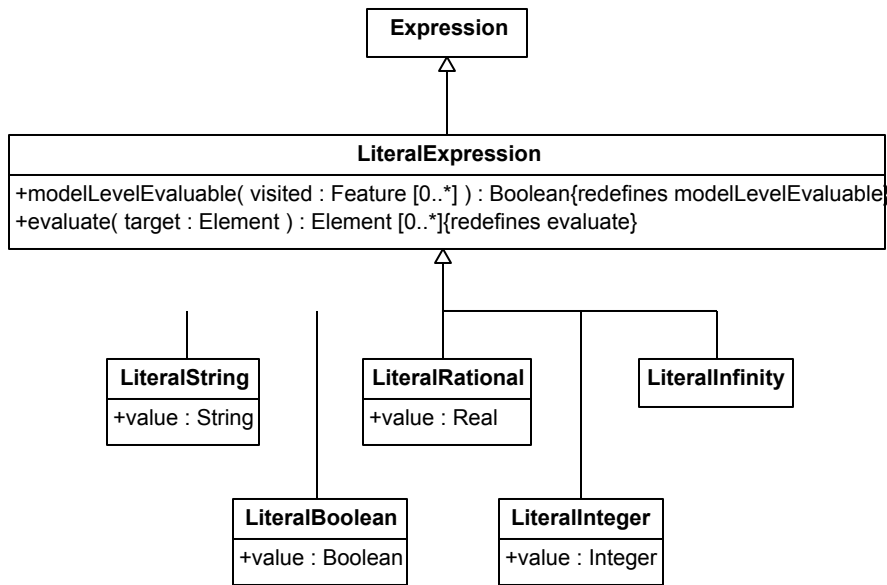


Figure 34. Literal Expressions

### 8.3.4.8.2 CollectExpression

#### Description

A `CollectExpression` is an `OperatorExpression` whose operator is "collect", which resolves to the Function `ControlFunctions::collect` from the Kernel Functions Library.

#### General Classes

`OperatorExpression`

#### Attributes

operator : String {redefines operator}

### Operations

None.

### Constraints

validateCollectExpressionOperator

The operator of a CollectExpression must be "collect".

```
operator = "collect"
```

#### 8.3.4.8.3 FeatureChainExpression

### Description

A FeatureChainExpression is an OperatorExpression whose operator is ".", which resolves to the Function *ControlFunctions::'.'* from the Kernel Functions Library. It evaluates to the result of chaining the result Feature of its single argument Expression with its targetFeature.

### General Classes

OperatorExpression

### Attributes

operator : String {redefines operator}

/targetFeature : Feature {subsets member}

The Feature that is accessed by this FeatureChainExpression, which is its first non-parameter member.

### Operations

sourceTargetFeature() : Feature [0..1]

Return the first ownedFeature of the first owned input parameter of this FeatureChainExpression (if any).

```
body: let inputParameters : Feature = ownedFeatures->
  select(direction = _'in') in
if inputParameters->isEmpty() or
  inputParameters->first().ownedFeature->isEmpty()
then null
else inputParameters->first().ownedFeature->first()
endif
```

### Constraints

checkFeatureChainExpressionSourceTargetRedefinition

The first ownedFeature of the first owned input parameter of a FeatureChainExpression must redefine its targetFeature.

```
let sourceParameter : Feature = sourceTargetFeature() in
sourceTargetFeature <> null and
sourceTargetFeature.redefines(targetFeature)
```

#### checkFeatureChainExpressionTargetRedefinition

The first ownedFeature of the first owned input parameter of a FeatureChainExpression must redefine the Feature *ControlFunctions::'. '::source::target* from the Kernel Functions Library.

```
let sourceParameter : Feature = sourceTargetFeature() in
sourceTargetFeature <> null and
sourceTargetFeature.redefinesFromLibrary("ControlFunctions::'. '::source::target")
```

#### deriveFeatureChainExpressionTargetFeature

The targetFeature of a FeatureChainExpression is the memberElement of its first ownedMembership that is not a ParameterMembership.

```
targetFeature =
  let nonParameterMemberships : Sequence(Membership) = ownedMembership->
    reject(oclIsKindOf(ParameterMembership)) in
  if nonParameterMemberships->isEmpty() or
    not nonParameterMemberships->first().memberElement.oclIsKindOf(Feature)
  then null
  else nonParameterMemberships->first().memberElement.oclAsType(Feature)
  endif
```

### 8.3.4.8.4 FeatureReferenceExpression

#### Description

A FeatureReferenceExpression is an Expression whose result is bound to a referent Feature.

#### General Classes

Expression

#### Attributes

/referent : Feature {subsets member}

The Feature that is referenced by this FeatureReferenceExpression, which is its first non-parameter member.

#### Operations

evaluate(target : Element) : Element [0..\*]

First, determine a value Expression for the referent:

- If the target Element is a Type that has a feature that is the referent or (directly or indirectly) redefines it, then the value Expression of the FeatureValue for that feature (if any).
- Else, if the referent has no featuringTypes, the value Expression of the FeatureValue for the referent (if any).



Then:

- If such a value Expression exists, return the result of evaluating that Expression on the target.
- Else, if the referent is not an Expression, return the referent.
- Else return the empty sequence.

```
body: if not target.ocIsKindOf(Type) then Sequence{}  
else  
  let feature: Sequence(Feature) =  
    target.ocAsType(Type).feature->select(f |  
      f.ownedRedefinition.redefinedFeature->  
        includes(referent)) in  
    if feature->notEmpty() then  
      feature.valuation.value.evaluate(target)  
    else if referent.featuringType->isEmpty()  
      then referent  
    else Sequence{}  
    endif endif  
endif
```

**modelLevelEvaluable(visited : Feature [0..\*]) : Boolean**

A *FeatureReferenceExpression* is model-level evaluable if it's referent

- conforms to the self-reference feature *Anything::self*;
- is an Expression that is model-level evaluable;
- has an *owningType* that is a Metaclass or MetadataFeature; or
- has no *featuringTypes* and, if it has a *FeatureValue*, the value Expression is model-level evaluable.

```
body: referent.conformsTo("Anything::self") or  
visited->excludes(referent) and  
(referent.ocIsKindOf(Expression) and  
  referent.ocAsType(Expression).modelLevelEvaluable(visited->including(referent)) or  
referent.owningType <> null and  
  (referent.owningType.isOclKindOf(Metaclass) or  
  referent.owningType.isOclKindOf(MetadataFeature)) or  
referent.featuringType->isEmpty() and  
  (referent.valuation = null or  
  referent.valuation.modelLevelEvaluable(visited->including(referent))))
```

## Constraints

**checkFeatureReferenceExpressionBindingConnector**

A *FeatureReferenceExpression* must have an *ownedMember* that is a *BindingConnector* between the referent and result of the *FeatureReferenceExpression*.

```
ownedMember->selectByKind(BindingConnector)->exists(b |  
  b.relatedFeatures->includes(targetFeature) and  
  b.relatedFeatures->includes(result))
```

**deriveFeatureReferenceExpressionReferent**

The *targetFeature* of a *FeatureChainExpression* is the *memberElement* of its first *ownedMembership* that is not a *ParameterMembership*.

```

referent =
  let nonParameterMemberships : Sequence(Membership) = ownedMembership->
    reject(oclIsKindOf(ParameterMembership)) in
  if nonParameterMemberships->isEmpty() or
    not nonParameterMemberships->first().memberElement.oclIsKindOf(Feature)
  then null
  else nonParameterMemberships->first().memberElement.oclAsType(Feature)
  endif

```

### 8.3.4.8.5 InvocationExpression

#### Description

An `InvocationExpression` is an `Expression` each of whose input parameters are bound to the result of an argument `Expression`.

#### General Classes

`Expression`

#### Attributes

/argument : `Expression` [0..\*] {subsets `ownedFeature`, ordered}

The value `Expressions` of the `FeatureValues` of the owned input parameters of the `InvocationExpression`.

#### Operations

`evaluate(target : Element) : Element` [0..\*]

Apply the `Function` that is the type of this `InvocationExpression` to the argument values resulting from evaluating each of the argument `Expressions` on the given target. If the application is not possible, then return an empty sequence.

`modelLevelEvaluable(visited : Feature` [0..\*]) : `Boolean`

An `InvocationExpression` is model-level evaluable if all its argument `Expressions` are model-level evaluable and its function is model-level evaluable.

**body:** argument->forall(modelLevelEvaluable(visited)) and  
function.isModelLevelEvaluable

#### Constraints

`checkInvocationExpressionConstructorBindingConnector`

If an `InvocationExpression` does not have an `ownedTyping` that is a `Behavior` or an `ownedSubsetting` of a `Feature` that is typed by a `Behavior`, then it must own a `BindingConnector` between itself and its result parameter.

```

not ownedTyping->exists(oclIsKindOf(Behavior)) and
not ownedSubsetting.subsettedFeature.type->exists(oclIsKindOf(Behavior)) implies
  ownedFeature.selectByKind(BindingConnector)->exists(
    relatedFeature->includes(self) and

```

```
relatedFeature->includes(result))
```

#### checkInvocationExpressionDefaultValueBindingConnector

An `InvocationExpression` must own a `BindingConnector` between the `featureWithValue` and `value` Expression of any `FeatureValue` that is the effective default value for a `Feature` of the invoked `Type` of the `InvocationExpression`.

TBD

#### deriveInvocationExpressionArgument

The arguments of an `InvocationExpression` are the value Expressions of the `FeatureValues` of its owned input parameters.

```
ownedFeature->
  select(direction = _('in').valuation->
    select(v | v <> null).value
```

### 8.3.4.8.6 LiteralBoolean

#### Description

`LiteralBoolean` is a `LiteralExpression` that provides a *Boolean* value as a result. Its result parameter must have type *Boolean*.

#### General Classes

`LiteralExpression`

#### Attributes

value : *Boolean*

The *Boolean* value that is the result of evaluating this `LiteralBoolean`.

#### Operations

None.

#### Constraints

None.

### 8.3.4.8.7 LiteralExpression

#### Description

A `LiteralExpression` is an `Expression` that provides a basic *DataValue* as a result.

#### General Classes

`Expression`

#### Attributes

None.

### Operations

`evaluate(target : Element) : Element [0..*]`

The model-level value of a `LiteralExpression` is itself.

**body:** `Sequence{self}`

`modelLevelEvaluable(visited : Feature [0..*]) : Boolean`

A `LiteralExpression` is always model-level evaluable.

**body:** `true`

### Constraints

`checkLiteralExpressionSpecialization`

A `LiteralExpression` must directly or indirectly specialize the base `LiteralExpression` *Performances::literalEvaluations* from the Kernel Semantic Library.

`specializesFromLibrary("Performances::literalEvaluations")`

`deriveLiteralExpressionIsModelLevelEvaluable`

A `LiteralExpression` is always model-level evaluable.

`isModelLevelEvaluable = true`

#### 8.3.4.8.8 LiteralInfinity

### Description

A `LiteralInfinity` is a `LiteralExpression` that provides the positive infinity value (\*). Its `result` must have the type *Positive*.

### General Classes

`LiteralExpression`

### Attributes

None.

### Operations

None.

### Constraints

None.

#### 8.3.4.8.9 LiteralInteger

##### Description

A `LiteralInteger` is a `LiteralExpression` that provides an *Integer* value as a result. Its `result` parameter must have the type *Integer*.

##### General Classes

`LiteralExpression`

##### Attributes

`value` : *Integer*

The *Integer* value that is the result of evaluating this `LiteralInteger`.

##### Operations

None.

##### Constraints

None.

#### 8.3.4.8.10 LiteralRational

##### Description

A `LiteralRational` is a `LiteralExpression` that provides a *Rational* value as a result. Its `result` parameter must have the type *Rational*.

##### General Classes

`LiteralExpression`

##### Attributes

`value` : *Real*

The value whose rational approximation is the result of evaluating this `LiteralRational`.

##### Operations

None.

##### Constraints

None.

#### 8.3.4.8.11 LiteralString

##### Description

A `LiteralString` is a `LiteralExpression` that provides a *String* value as a result. Its result parameter must have the type *String*.

### General Classes

`LiteralExpression`

### Attributes

value : *String*

The *String* value that is the result of evaluating this `LiteralString`.

### Operations

None.

### Constraints

None.

## 8.3.4.8.12 MetadataAccessExpression

### Description

A `MetadataAccessExpression` is an `Expression` whose result is a sequence of instances of `MetaClasses` representing all the `MetadataFeature` annotations of the `referencedElement`. In addition, the sequence includes an instance of the reflective `MetaClass` corresponding to the MOF class of the `referencedElement`, with values for all the abstract syntax properties of the `referencedElement`.

### General Classes

`Expression`

### Attributes

referencedElement : `Element`

The `Element` whose metadata is being accessed.

### Operations

evaluate(target : `Element`) : `Element` [0..\*]

Return the `ownedElements` of the `referencedElement` that are `MetadataFeatures` and have the `referencedElement` as an `annotatedElement`, plus a `MetadataFeature` whose `annotatedElement` is the `referencedElement`, whose `metaclass` is the reflective `MetaClass` corresponding to the MOF class of the `referencedElement` and whose `ownedFeatures` are bound to the values of the MOF properties of the `referencedElement`.

```
body: referencedElement.ownedElement->
  select (oclIsKindOf (MetadataFeature)
    and annotatedElement->includes (referencedElement)) ->
  including (metaclassFeature())
```

`metaclassFeature() : MetadataFeature`

Return a `MetadataFeature` whose `annotatedElement` is the `referencedElement`, whose `metaclass` is the reflective `Metaclass` corresponding to the MOF class of the `referencedElement` and whose `ownedFeatures` are bound to the MOF properties of the `referencedElement`.

`modelLevelEvaluable(visited : Feature [0..*]) : Boolean`

A `MetadataAccessExpression` is always model-level evaluable.

**body:** `true`

### Constraints

`checkMetadataAccessExpressionSpecialization`

A `MetadataAccessExpression` must directly or indirectly specialize the base `MetadataAccessExpression` *Performances::metadataAccessEvaluations* from the Kernel Semantic Library.

`specializesFromLibrary("Performances::metadataAccessEvaluations")`

### 8.3.4.8.13 NullExpression

#### Description

A `NullExpression` is an `Expression` that results in a null value.

#### General Classes

`Expression`

#### Attributes

None.

#### Operations

`evaluate(target : Element) : Element [0..*]`

The model-level value of a `NullExpression` is an empty sequence.

**body:** `Sequence{ }`

`modelLevelEvaluable(visited : Feature [0..*]) : Boolean`

A `NullExpression` is always model-level evaluable.

**body:** `true`

### Constraints

`checkNullExpressionSpecialization`

A `NullExpression` must directly or indirectly specialize the base `NullExpression` *Performances::nullEvaluations* from the Kernel Semantic Library.

```
specializesFromLibrary("Performances::nullEvaluations")
```

#### 8.3.4.8.14 OperatorExpression

##### Description

An `OperatorExpression` is an `InvocationExpression` whose function is determined by resolving its `operator` in the context of one of the standard packages from the Kernel Function Library.

##### General Classes

`InvocationExpression`

##### Attributes

`operator` : `String`

An `operator` symbol that names a corresponding `Function` from one of the standard packages from the Kernel Function Library .

##### Operations

None.

##### Constraints

`checkOperatorExpressionSpecialization`

The function of an `OperatorExpression` must be the resolution of the `operator` from one of the packages *BaseFunctions*, *DataFunctions*, or *ControlFunctions* from the Kernel Function Library.

```
let libFunctions : Sequence(Element) =  
    Sequence{"BaseFunctions", "DataFunctions", "ControlFunctions"}->  
    collect(ns | resolveGlobal(ns + "::'" + operator + "'") in  
libFunctions->includes(function)
```

#### 8.3.4.8.15 SelectExpression

##### Description

A `SelectExpression` is an `OperatorExpression` whose `operator` is "select", which resolves to the `Function` *ControlFunctions::select* from the Kernel Functions Library.

##### General Classes

`OperatorExpression`

##### Attributes

`operator` : `String` {redefines `operator`}

##### Operations

None.



## Constraints

None.

### 8.3.4.9 Interactions Abstract Syntax

#### 8.3.4.9.1 Overview

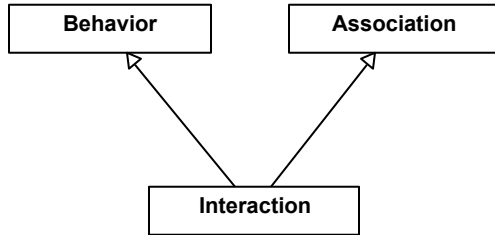


Figure 35. Interactions

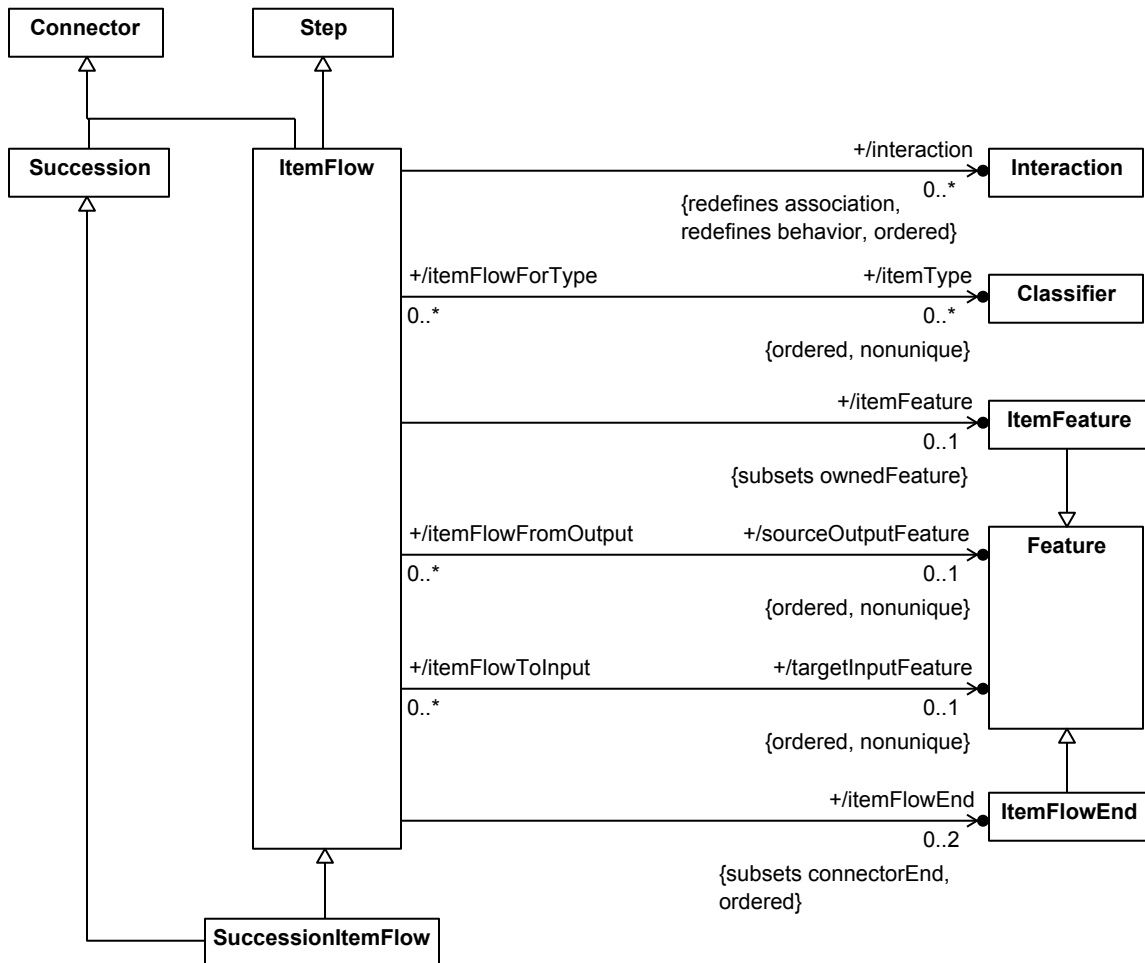


Figure 36. Item Flows

### 8.3.4.9.2 ItemFeature

#### Description

An `ItemFeature` is the `ownedFeature` of an `ItemFlow` that identifies the things carried by the kinds of transfers that are instances of the `ItemFlow`.

#### General Classes

Feature

#### Attributes

None.

#### Operations

None.

#### Constraints

`checkItemFeatureRedefinition`

An `ItemFeature` must redefine the Feature `Transfers::Transfer::item` from the Kernel Semantic Library.

```
ownedRedefinition.redefinedFeature->  
    redefinesFromLibrary("Transfers::Transfer::item")
```

### 8.3.4.9.3 ItemFlow

#### Description

An `ItemFlow` is a `Step` that represents the transfer of objects or data values from one `Feature` to another. `ItemFlows` can take non-zero time to complete.

#### General Classes

Connector

Step

#### Attributes

`/interaction : Interaction [0..*] {redefines association, behavior, ordered}`

The `Interactions` that type this `ItemFlow`. `Interactions` are both `Associations` and `Behaviors`, which can type `Connectors` and `Steps`, respectively.

`/itemFeature : ItemFeature [0..1] {subsets ownedFeature}`

The `ownedFeature` of the `ItemFlow` that is an `ItemFeature` (if any).

`/itemFlowEnd : ItemFlowEnd [0..2] {subsets connectorEnd, ordered}`

The `connectorEnds` of this `ItemFlow` that are `ItemFlowEnds`.

/itemType : Classifier [0..\*] {ordered, nonunique}

The type of values transferred, which is the type of the itemFeature of the ItemFlow.

/sourceOutputFeature : Feature [0..1] {ordered, nonunique}

The Feature that provides the items carried by the ItemFlow. It must be an owned output of the source of the ItemFlow.

/targetInputFeature : Feature [0..1] {ordered, nonunique}

The Feature that receives the values carried by the ItemFlow. It must be an owned output of the target participant of the ItemFlow.

## Operations

None.

## Constraints

### checkItemFlowSpecialization

An ItemFlow must directly or indirectly specialize the Step *Transfers::transfers* from the Kernel Semantic Library. In addition, if the ItemFlow has ItemFlowEnds, it must specialize *Transfers::flowTransfers*.

```
if itemFlowEnds->isEmpty() then
    specializesFromLibrary("Transfers::transfers")
else
    specializesFromLibrary("Transfers::flowTransfers")
endif
```

### deriveItemFlowItemFeature

The itemFeature of an ItemFlow is the single one of its ownedFeatures that is an ItemFeature.

```
itemFeature =
    let itemFeatures : Sequence(ItemFeature) =
        ownedFeature->selectByKind(ItemFeature) in
    if itemFeatures->isEmpty() then null
    else itemFeatures->first()
endif
```

### deriveItemFlowItemFlowEnd

The itemFlowEnds of a ItemFlow are all its connectorEnds that are ItemFlowEnds.

```
itemFlowEnd = connectorEnd->selectByKind(ItemFlowEnd)
```

### deriveItemFlowItemType

The itemTypes of an ItemFlow are the types of the itemFeature of the ItemFlow (if any).

```
itemType =
    if itemFeature = null then Sequence{}
    else itemFeature.type
endif
```

#### deriveItemFlowSourceOutputFeature

The `sourceOutputFeature` of a `ItemFlow` is the first `ownedFeature` of the first `connectorEnd` of the `ItemFlow`.

```
sourceOutputFeature =  
  if connectorEnd->isEmpty() or  
    connectorEnd.ownedFeature->isEmpty()  
  then null  
  else connectorEnd.ownedFeature->first()  
  endif
```

#### deriveItemFlowTargetInputFeature

The `targetInputFeature` of a `ItemFlow` is the first `ownedFeature` of the second `connectorEnd` of the `ItemFlow`.

```
targetInputFeature =  
  if connectorEnd->size() < 2 or  
    connectorEnd->at(2).ownedFeature->isEmpty()  
  then null  
  else connectorEnd->at(2).ownedFeature->first()  
  endif
```

#### validateItemFlowItemFeature

An `ItemFlow` must have at most one `ownedFeature` that is an `ItemFlow`.

```
ownedFeature->selectByKind(ItemFeature)->size() <= 1
```

### 8.3.4.9.4 ItemFlowEnd

#### Description

An `ItemFlowEnd` is a `Feature` that is one of the `connectorEnds` giving the *source* or *target* of an `ItemFlow`. For `ItemFlows` typed by *FlowTransfer* or its specializations, `ItemFlowEnds` must have exactly one `ownedFeature`, which redefines *Transfer::source::sourceOutput* or *Transfer::target::targetInput* and redefines the corresponding feature of the `relatedElement` for its end.

#### General Classes

Feature

#### Attributes

None.

#### Operations

None.

#### Constraints

`validateItemFlowEndIsEnd`

An `ItemFlowEnd` must be an end `Feature`.

`isEnd`

`validateItemFlowEndNestedFeature`

An `ItemFlowEnd` must have exactly one `ownedFeature`.

`ownedFeature->size() = 1`

`validateItemFlowEndOwningType`

The `owningType` of an `ItemFlow` must be an `ItemFlow`.

`owningType <> null and owningType.ocIsKindOf(ItemFlow)`

#### 8.3.4.9.5 Interaction

##### Description

An `Interaction` is a `Behavior` that is also an `Association`, providing a context for multiple objects that have behaviors that impact one another.

##### General Classes

`Behavior`  
`Association`

##### Attributes

None.

##### Operations

None.

##### Constraints

None.

#### 8.3.4.9.6 SuccessionItemFlow

##### Description

A `SuccessionItemFlow` is an `ItemFlow` that also provides temporal ordering. It classifies *Transfers* that cannot start until the source *Occurrence* has completed and that must complete before the target *Occurrence* can start.

##### General Classes

`Succession`  
`ItemFlow`

##### Attributes

None.

## Operations

None.

## Constraints

checkSuccessionItemFlowSpecialization

A `SuccessionItemFlow` must directly or indirectly specialize the `Step Transfers::flowTransfersBefore` from the Kernel Semantic Library.

```
specializesFromLibrary("Transfers::flowTransfersBefore")
```

### 8.3.4.10 Feature Values Abstract Syntax

#### 8.3.4.10.1 Overview

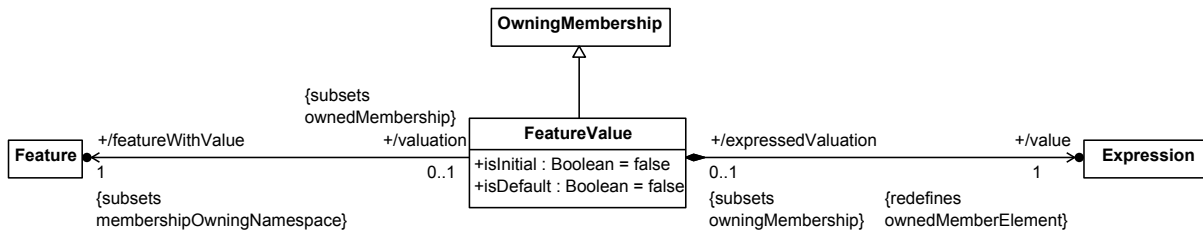


Figure 37. Feature Values

#### 8.3.4.10.2 FeatureValue

##### Description

A `FeatureValue` is a `Membership` that identifies a particular member `Expression` that provides the value of the `Feature` that owns the `FeatureValue`. The value is specified as either a bound value or an initial value, and as either a concrete or default value. A `Feature` can have at most one `FeatureValue`.

The result of the value `Expression` is bound to the `featureWithValue` using a `BindingConnector`. If `isInitial = false`, then the `featuringType` of the `BindingConnector` is the same as the `featuringType` of the `featureWithValue`. If `isInitial = true`, then the `featuringType` of the `BindingConnector` is restricted to its `startShot`.

If `isDefault = false`, then the above semantics of the `FeatureValue` are realized for the given `featureWithValue`. Otherwise, the semantics are realized for any individual of the `featuringType` of the `featureWithValue`, unless another value is explicitly given for the `featureWithValue` for that individual.

##### General Classes

`OwningMembership`

##### Attributes

`/featureWithValue : Feature {subsets membershipOwningNamespace}`

The `Feature` to be provided a value.

`isDefault : Boolean`

Whether this `FeatureValue` is a concrete specification of the bound or initial value of the `featureWithValue`, or just a default value that may be overridden.

`isInitial` : Boolean

Whether this `FeatureValue` specifies a bound value or an initial value for the `featureWithValue`.

`/value` : Expression {redefines `ownedMemberElement`}

The Expression that provides the value of the `featureWithValue` as its result.

## Operations

None.

## Constraints

`checkFeatureValueBindingConnector`

If `isDefault` = false, then the `featureWithValue` must have an `ownedMember` that is a `BindingConnector` whose `relatedElements` are the `featureWithValue` and the result of the `value` Expression. If `isInitial` = false, then this `BindingConnector` must have `featuringTypes` that are the same as those of the `featureWithValue`. If `isInitial` = true, then the `BindingConnector` must have *that.startShot* as its `featuringType`.

```
not isDefault implies
  featureWithValue.ownedMember->
    selectByKind(BindingConnector)->exists(b |
      b.relatedFeature->includes(featureWithValue) and
      b.relatedFeature->includes(value.result) and
      if not isInitial then
        b.featuringType = featureWithValue.featuringType
      else
        b.featuringType->exists(t |
          t.ocIsKindOf(Feature) and
          t.ocAsType(Feature).chainingFeature =
            Sequence{
              resolveGlobal("Base::things::that"),
              resolveGlobal("Occurrences::Occurrence::startShot")
            }
        )
      endif)
```

### 8.3.4.11 Multiplicities Abstract Syntax

### 8.3.4.11.1 Overview

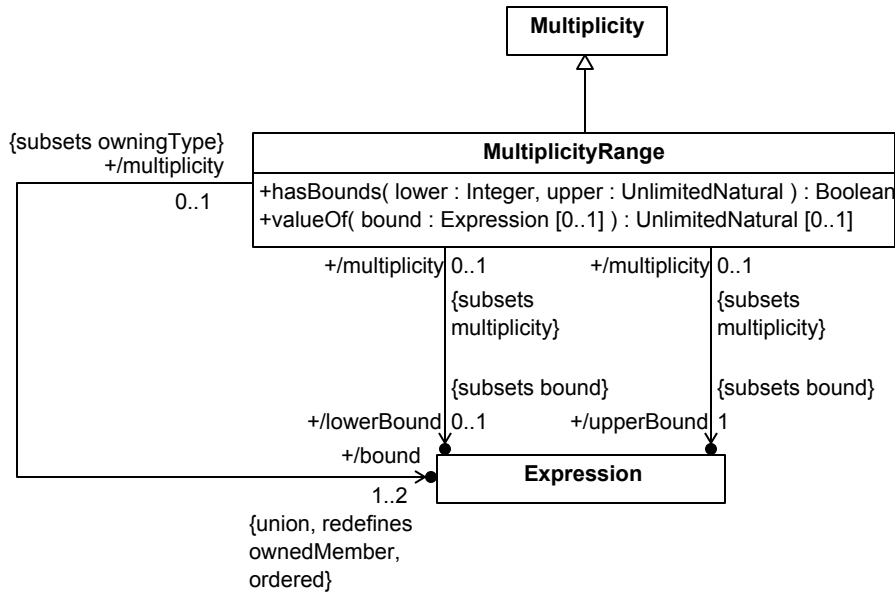


Figure 38. Multiplicities

### 8.3.4.11.2 MultiplicityRange

#### Description

A `MultiplicityRange` is a `Multiplicity` whose value is defined to be the (inclusive) range of natural numbers given by the result of a `lowerBound` `Expression` and the result of an `upperBound` `Expression`. The result of these `Expressions` shall be of type *Natural*. If the result of the `upperBound` `Expression` is the unbounded value `*`, then the specified range includes all natural numbers greater than or equal to the `lowerBound` value. If no `lowerBound` `Expression`, then the default is that the lower bound has the same value as the upper bound, except if the `upperBound` evaluates to `*`, in which case the default for the lower bound is 0.

#### General Classes

`Multiplicity`

#### Attributes

`/bound : Expression [1..2] {redefines ownedMember, ordered, union}`

The owned `Expressions` of the `MultiplicityRange` whose results provide its bounds. These must be the only ownedMembers of the `MultiplicityRange`.

`/lowerBound : Expression [0..1] {subsets bound}`

The `Expression` whose result provides the lower bound of the `MultiplicityRange`. If no `lowerBound` `Expression` is given, then the lower bound shall have the same value as the upper bound, unless the upper bound is unbounded (`*`), in which case the lower bound shall be 0.

`/upperBound : Expression {subsets bound}`



The Expression whose result is the upper bound of the MultiplicityRange.

## Operations

hasBounds(lower : Integer, upper : UnlimitedNatural) : Boolean

Check whether this MultiplicityRange represents the range bounded by the given values lower and upper, presuming the lowerBound and upperBound Expressions are model-level evaluable.

```
body: valueOf(upperBound) = upper and
let lowerValue: UnlimitedNatural = valueOf(lowerBound) in
(lowerValue = lower or
 lowerValue = null and
  (lower = upper or
   lower = 0 and upper = *))
```

valueOf(bound : Expression [0..1]) : UnlimitedNatural [0..1]

Evaluate the given bound Expression (at model level) and return the result represented as a MOF UnlimitedNatural value.

```
body: if bound = null or not bound.isModelLevelEvaluable then
  null
else
  let boundEval: Sequence(Element) = bound.evaluate(owningType) in
  if boundEval->size() <> 1 then null else
    let valueEval: Element = boundEval->at(1) in
    if valueEval.ocIsKindOf(LiteralInfinity) then *
    else if valueEval.ocIsKindOf(LiteralInteger) then
      let value : Integer =
        valueEval.ocAsKindOf(LiteralInteger).value in
      if value >= 0 then value else null endif
    else null
    endif endif
  endif
endif
```

## Constraints

checkMultiplicityRangeExpressionTypeFeaturing

The bounds of a MultiplicityRange must have the same featuringTypes as the MultiplicityRange.

```
bound->forAll(b | b.featuringType = self.featuringType)
```

deriveMultiplicityRangeLowerBound

If a MultiplicityRange has two ownedMembers, then the lowerBound is the first ownedMember, otherwise it is null.

```
lowerBound =
  let ownedMembers : Sequence(Element) =
    ownedMembership->selectByKind(OwnningMembership).ownedMember in
  if ownedMembers->size() < 2 or
    not ownedMembers->first().ocIsKindOf(Expression) then null
```

```

else ownedMembers->first().oclAsType(Expression)
endif

```

#### deriveMultiplicityRangeUpperBound

If a `MultiplicityRange` has `ownedMembers` when considered as a `Feature`, then `upperBound` is the last of those, which must be an `Expression`.

```

upperBound =
  let ownedMembers : Sequence(Element) =
    ownedMembership->selectByKind(OwningMembership).ownedMember in
  if ownedMembers->isEmpty() or
    not ownedMembers->last().oclIsKindOf(Expression)
  then null
  else ownedMembers->last().oclAsType(Expression)
  endif

```

#### validateMultiplicityRangeBoundResultTypes

The results of the bound `Expression`(s) of a `MultiplicityRange` must be typed by `ScalarValues::Natural` from the Kernel Data Types Library.

```

bound.result->forAll(specializesFromLibrary('ScalarValues::Natural'))

```

### 8.3.4.12 Metadata Abstract Syntax

#### 8.3.4.12.1 Overview

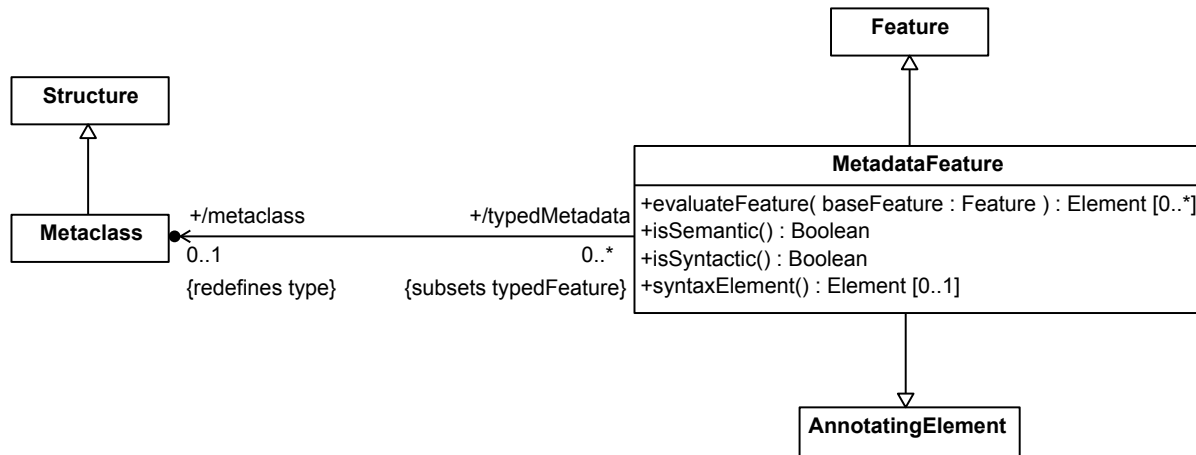


Figure 39. Metadata Annotation

#### 8.3.4.12.2 Metaclass

##### Description

A `Metaclass` is a `Structure` used to type `MetadataFeatures`.

##### General Classes

`Structure`

##### Attributes

None.

## Operations

None.

## Constraints

checkMetaclassSpecialization

A Metaclass must directly or indirectly specialize the base Metaclass *Metaobjects::Metaobject* from the Kernel Semantic Library.

```
specializesFromLibrary("Metaobjects::Metaobject")
```

### 8.3.4.12.3 MetadataFeature

#### Description

A MetadataFeature is a Feature that is an AnnotatingElement used to annotate another Element with metadata. It is typed by a Metaclass. All its ownedFeatures must redefine features of its metaclass and any feature bindings must be model-level evaluable.

#### General Classes

AnnotatingElement  
Feature

#### Attributes

/metaclass : Metaclass [0..1] {redefines type}

The type of this MetadataFeature, which must be a Metaclass.

#### Operations

evaluateFeature(baseFeature : Feature) : Element [0..\*]

If the given baseFeature is a feature of this MetadataFeature, or is directly or indirectly redefined by a feature, then return the result of evaluating the appropriate (model-level evaluable) value Expression for it (if any), with the MetadataFeature as the target.

```
body: let selectedFeatures : Sequence(Feature) = feature->
  select (closure(ownedRedefinition.redefinedFeature)->
    includes(baseFeature)) in
if selectedFeatures->isEmpty() then null
else
  let selectedFeature : Feature = selectedFeatures->first() in
  let featureValues : FeatureValue = selectedFeature->
    closure(ownedRedefinition.redefinedFeature).ownedMember->
    selectAsKind(FeatureValue) in
  if featureValues->isEmpty() then null
  else featureValues->first().value.evaluate(self)
endif
```

isSemantic() : Boolean

Check if this `MetadataFeature` has a metaclass which is a kind of *SemanticMetadata*.

**body:** specializesFromLibrary('Metaobjects::SemanticMetadata')

isSyntactic() : Boolean

Check if this `MetadataFeature` has a metaclass that is a kind of *KerML::Element* (that is, it is from the reflective abstract syntax model).

**body:** specializesFromLibrary('KerML::Element')

syntaxElement() : Element [0..1]

If this `MetadataFeature` reflectively represents a model element, then return the corresponding `Element` instance from the MOF abstract syntax representation of the model.

**pre:** isSyntactic()

**body:** No OCL

### Constraints

#### checkMetadataFeatureSemanticSpecialization

If this `MetadataFeature` is an application of *SemanticMetadata*, then its `annotatingElement` must be a `Type`. The annotated `Type` must then directly or indirectly specialize the specified value of the *baseType*, unless the `Type` is a `Classifier` and the *baseType* represents a kind of `Feature`, in which case the `Classifier` must directly or indirectly specialize each of the types of the `Feature`.

```
isSemantic() implies
  let annotatedTypes : Sequence(Type) =
    annotatedElement->selectAsKind(Type) in
  let baseTypes : Sequence(MetadataFeature) =
    evaluateFeature(resolveGlobal(
      'Metaobjects::SemanticMetadata::baseType').
      oclAsType(Feature))->
    selectAsKind(MetadataFeature) in
  annotatedTypes->notEmpty() and
  baseTypes->notEmpty() and
  baseTypes->first().isSyntactic() implies
    let annotatedType : Type = annotatedTypes->first() in
    let baseType : Element = baseTypes->first().syntaxElement() in
    if annotatedType.ocIsKindOf(Classifier) and
      baseType.ocIsKindOf(Feature) then
      baseType.ocIsType(Feature).type->
        forAll(t | annotatedType.specializes(t))
    else if baseType.ocIsKindOf(Type) then
      annotatedType.specializes(baseType.ocIsType(Type))
    else
      true
    endif
```

#### checkMetadataFeatureSpecialization

A `MetadataFeature` must directly or indirectly specialize the base `MetadataFeature` *Metaobjects::metaobjects* from the Kernel Semantic Library.

```
specializesFromLibrary("Metaobjects::metaobjects")
```

### 8.3.4.13 Packages Abstract Syntax

#### 8.3.4.13.1 Overview

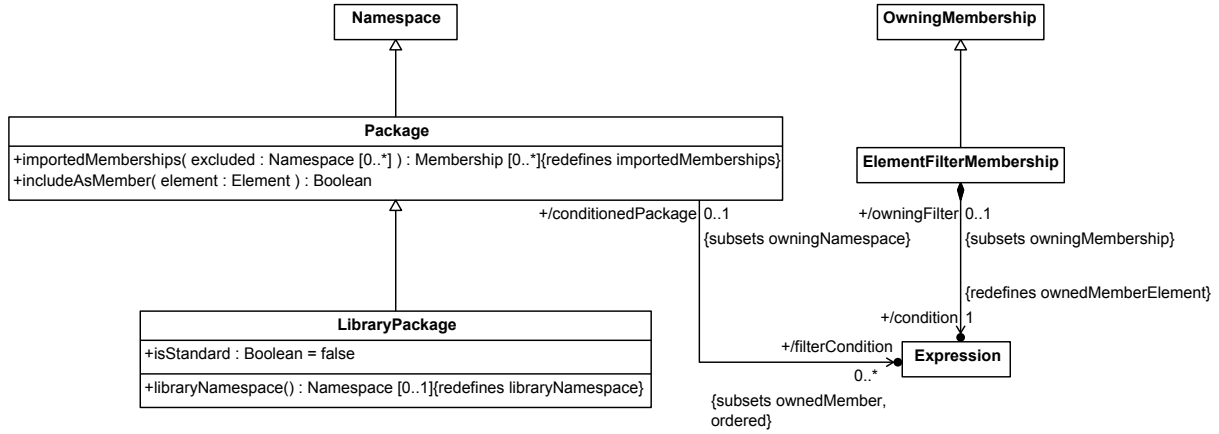


Figure 40. Packages

#### 8.3.4.13.2 ElementFilterMembership

##### Description

`ElementFilterMembership` is a `Membership` between a `Namespace` and a model-level evaluable `Boolean`-valued `Expression`, asserting that imported members of the `Namespace` should be filtered using the condition `Expression`. A general `Namespace` does not define any specific filtering behavior, but such behavior may be defined for various specialized kinds of `Namespaces`.

##### General Classes

`OwningMembership`

##### Attributes

`/condition` : `Expression` {redefines `ownedMemberElement`}

The model-level evaluable `Boolean`-valued `Expression` used to filter the imported members of the membership `OwningNamespace` of this `ElementFilterMembership`.

##### Operations

None.

##### Constraints

`validatePackageElementFilterIsBoolean`

The result parameter of the condition `Expression` must directly or indirectly specialize `ScalarValues::Boolean`.

```
condition.result.specializesFromLibrary('ScalarValues::Boolean')
```

`validatePackageElementFilterIsModelLevelEvaluable`

The `condition Expression` must be model-level evaluable.

`condition.isModelLevelEvaluable`

### 8.3.4.13.3 LibraryPackage

#### Description

A `LibraryPackage` is a `Package` that is the container for a model library. A `LibraryPackage` is itself a library `Element` as are all `Elements` that are directly or indirectly contained in it.

#### General Classes

`Package`

#### Attributes

`isStandard` : Boolean

Whether this `LibraryPackage` contains a standard library model. This should only be set to true for `LibraryPackages` in the standard Kernel Model Libraries or in normative model libraries for a language built on KerML.

#### Operations

`libraryNamespace()` : `Namespace` [0..1]

The `libraryNamespace` for a `LibraryPackage` is itself.

**body:** `self`

#### Constraints

None.

### 8.3.4.13.4 Package

#### Description

A `Package` is a `Namespace` used to group `Elements`, without any instance-level semantics. It may have one or more model-level evaluable `filterCondition Expressions` used to filter its `importedMemberships`. Any `imported member` must meet all of the `filterConditions`.

#### General Classes

`Namespace`

#### Attributes

`/filterCondition` : `Expression` [0..\*] {subsets `ownedMember`, ordered}

The model-level evaluable *Boolean*-valued `Expression` used to filter the members of this `Package`, which are owned by the `Package` are via `ElementFilterMemberships`.

## Operations

`importedMemberships(excluded : Namespace [0..*]) : Membership [0..*]`

Exclude Elements that do not meet all the filterConditions.

```
body: self.oclAsType(Namespace).importedMemberships(excluded)->
  select(m | self.includeAsMember(m.memberElement))
```

`includeAsMember(element : Element) : Boolean`

Determine whether the given element meets all the filterConditions.

```
body: let metadataFeatures: Sequence(AnnotatingElement) =
  element.ownedAnnotation.annotatingElement->
    selectByKind(MetadataFeature) in
  self.filterCondition->forall(cond |
    metadataFeatures->exists(elem |
      cond.checkCondition(elem)))
```

## Constraints

`derivePackageFilterCondition`

The filterConditions of a Package are the conditions of its owned ElementFilterMemberships.

```
filterCondition = ownedMembership->
  selectByKind(ElementFilterMembership).condition
```

## 8.4 Semantics

### 8.4.1 Semantics Overview

A KerML model is intended to *represent* a system being modeled. The model is *interpreted* to make statements about the modeled system. The model may describe an existing system, in which case, if the model is correct, the statements it is interpreted to make about the system should all be true. A model may also be used to specify an imagined or planned system, in which case the statements the model is interpreted to make should be true for any system that is properly constructed and operated according to the model.

The *semantics* of KerML specify how a KerML model is to be interpreted. The semantics are defined in terms of the abstract syntax representation of the model, and only for models which are *valid* relative to the structure and constraints specified for the KerML abstract syntax (see [8.3](#)). As further specified in this subclause, models expressed in KerML are given semantics by implicitly reusing elements from the semantic models in the Kernel Model Library (see [Clause 9](#)). These library models represent conditions on the structure and behavior of the system being modeled, which are further augmented in a user model as appropriate.

A formal specification of semantics allows models to be interpreted consistently. In particular, all KerML models extend library models expressed in KerML itself, understandable by KerML modelers. These library models can then be ultimately reduced to a small, core subset of KerML, which is grounded in mathematical logic. The goal is to provide uniform model interpretation, which improves communication between everyone involved in modeling, including modelers and tool builders.

KerML semantics are specified by a combination of mathematics and model libraries, as illustrated in [Fig. 41](#). The left side of this diagram shows the abstract syntax packages corresponding to the three layers of KerML (see 6.1). The right side shows the corresponding semantic layering.

1. The Root Layer defines the syntactic foundation KerML and, as such, does not have a semantic interpretation relative to the modeled system.
2. The Core Layer is grounded in mathematical semantics, supported by the `Base` package from the Kernel Model Library (see [9.2.2](#)). Subclause [8.4.3](#) specifies the semantics of the Core layer.
3. The Kernel Layer is given semantics fully through its relationship to the Model Library (see [Clause 9](#)). Subclause [8.4.4](#) specifies the semantics of the Kernel layer.

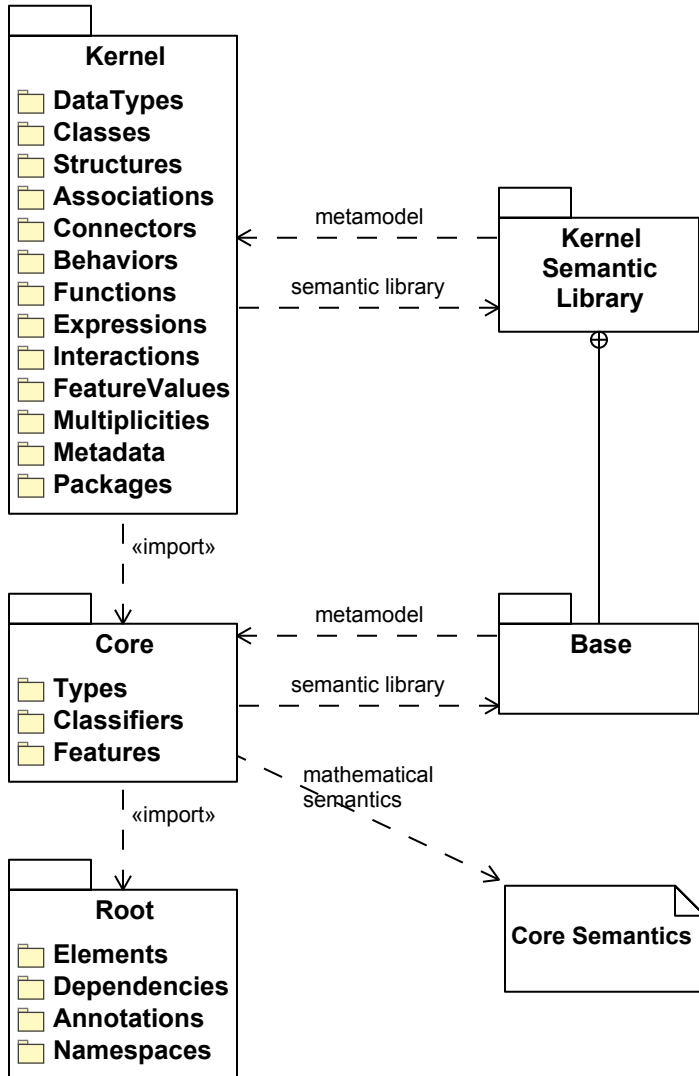


Figure 41. KerML Semantic Layers

## 8.4.2 Semantic Constraints and Implied Relationships

As described in [8.4.1](#), KerML semantics are specified by a combination of a mathematical interpretation of the Core layer and a set of required relationships between Core and Kernel model elements and elements of the Kernel Semantic Library (see [9.2](#)). The latter requirements are formalized by *semantic constraints* included in the KerML



abstract syntax (see also [8.3.1](#) on the various kinds of constraints in the abstract syntax). Additionally, other semantic constraints require relationships between elements within a user model necessary for the model to be semantically well formed.

Specifically, there are four categories of semantic constraints, each dealing with a different kind of relationship.

1. *Specialization constraints.* These constraints require that `Type` elements of a certain kind directly or indirectly specialize some specific base `Type` from the Kernel Semantic Library. They are the fundamental means for providing semantics to abstract syntax elements in the Kernel layer. Specialization constraints always have the word `Specialization` in their name. For example, `checkDataTypeSpecialization` requires that a `DataType` directly or indirectly specialize the Semantic Library `DataType` `Base::DataValue`.
2. *Redefinition constraints.* These constraints require that certain `Features` in a model have `Redefinition` relationships with certain other `Features` in the model. While `Redefinitions` are kinds of `Specializations`, redefinition constraints differ from the specialization constraints described above in that they are between two elements of a user model, rather than between an element of a user model and an element of a library model. Redefinition constraints always have the word `Redefinition` in their name. For example, `checkConnectorEndRedefinition` requires that the ends of a `Connector` redefine any ends of the `Types` that it specializes.
3. *Type-featuring constraints.* These constraints require that certain `Features` in a model have `TypeFeaturing` relationships with certain other `Types` in the model. They arise at points in a model in which the `OwningMembership` structure is different than the required `Featuring` relationship, so `FeatureMembership` cannot be used. Type-featuring constraints always have the words `TypeFeaturing` in their name. For example, `checkFeatureValueExpressionFeatureTyping` requires that the value `Expression` owned by a `FeatureValue` relationship (a kind of `OwningMembership`) have the same `featuringTypes` as the `owning featureWithValue` of the `FeatureValue`, rather than being featured by the `featureWithValue` itself (as would have been the case for a `FeatureMembership`).
4. *Binding-connector constraints.* These constraints require that `BindingConnectors` exist between certain `Features` in a model. The primary example of such a constraint is `checkFeatureValueBindingConnector`, which requires that the `featureWithValue` of a `FeatureValue` own a `BindingConnector` between itself and the `result` parameter of the value `Expression` of the `FeatureValue`.

A KerML model parsed from the textual concrete syntax (see [8.2](#)) or obtained through model interchange (see [Clause 10](#)) will not necessarily meet the semantic constraints specified for the abstract syntax. In this case, a tool may insert certain *implied* `Relationships` into the model in order to meet the semantic constraints. The overview subclauses for the Core Semantics (see Core Semantics Overview) and Kernel Semantics (see [8.4.4.1](#)) include tables that define what implied `Relationships` should be included to satisfy each semantic constraint when it would otherwise be violated. In all cases, the semantics of a model are only defined if it meets all semantic and validation constraints (see [8.3.1](#)).

When including implied `Relationships` for specialization constraints, it is possible that multiple such constraints may apply to a single element. For example, a `Structure` is a kind of `Class`, which is a kind of `Classifier`, and there are specialization constraints for all three of these metaclasses, with corresponding implied `Subclassification Relationships`. However, simply including all three implied `Subclassification` would be redundant, because the `Subclassification` implied by the `checkStructureSpecialization` constraint will also automatically satisfy the `checkClassSpecialization` and `checkClassifierSpecialization` constraints.

Therefore, in order to avoid redundant `Relationships`, a tool should observe the following rules when selecting which `Specializations` to actually include for a certain specific `Type`, out of the set of those implied by all specialization constraints applicable to the `Type`:

1. If there is any `ownedSpecialization` or other implied Specialization whose general Type is a direct or indirect subtype of (but not the same as) the general Type of an implied Specialization, or if there is an `ownedSpecialization` with the same general Type, then that implied Specialization should *not* be included.
2. If there are two implied Specializations with the same general Type, then only one should be included.

Note that the above rules do *not* apply to Redefinitions implied by redefinition constraints, because Redefinition relationships have semantics beyond just basic Specialization.

## 8.4.3 Core Semantics

### 8.4.3.1 Core Semantics Overview

#### 8.4.3.1.1 Core Semantic Constraints

The Core semantics are primarily specified mathematically, but the Core metaclasses `Type`, `Classifier`, and `Feature` also have certain semantic constraints (see [8.4.2](#)). Subclause [8.4.3.1.2](#) describes the general mathematical framework for Core semantics, with specific rules for `Types`, `Classifiers` and `Features` given in [8.4.3.2](#), [8.4.3.3](#), and [8.4.3.4](#), respectively. The following summarizes the corresponding semantic constraints.

The `checkTypeSpecialization` and `checkFeatureSpecialization` constraints are actually already implied by the mathematical semantics for `Types` and `Features`, but they are included in the abstract syntax so that they can also be reflected syntactically in models by the implied Relationships shown in [Table 13](#). In addition, [Table 14](#) lists the implied Relationships for semantic constraints on the Core metaclass `Feature` that actually support the semantics of various Kernel-layer constructs, as further described in the Kernel Semantics ([8.4.4](#)) subclauses referenced in the table entries for those constraints. In all cases, the `source` and `owningRelatedElement` of the Relationship is the Element being constrained, with the `target` being as given in the last column of the table.

**Table 13. Core Semantics Implied Relationships**

Semantic Constraint	Implied Relationship	Target
<code>checkTypeSpecialization</code>	Subclassification	<i>Base::Anything</i> (see <a href="#">9.2.2.2.1</a> )
<code>checkFeatureSpecialization</code>	Subsetting	<i>Base::things</i> (see <a href="#">9.2.2.2.7</a> )

#### Notes

1. The `checkTypeSpecialization` constraint applies to all `Types`, but the Subclassification Relationship is only implied for `Classifiers` (see [8.4.3.3](#)).
2. Satisfaction of the `checkFeatureSpecialization` constraint implies satisfaction of the `checkTypeSpecialization` constraint (see [8.4.3.4](#)).

**Table 14. Core Semantics Implied Relationships Supporting Kernel Semantics**

Semantic Constraint	Implied Relationship	Target
<code>checkFeatureDataValueSpecialization</code>	Subsetting	<i>Base::dataValues</i> (see <a href="#">9.2.2.2.3</a> ) Supports Data Types Semantics (see <a href="#">8.4.4.2</a> )
<code>checkFeatureOccurrenceSpecialization</code>	Subsetting	<i>Occurrences::occurrences</i> (see <a href="#">9.2.4.2.14</a> ) Supports Classes Semantics (see <a href="#">8.4.4.3</a> )

Semantic Constraint	Implied Relationship	Target
checkFeatureSuboccurrence Specialization	Subsetting	<i>Occurrences::Occurrence::suboccurrences</i> (see <a href="#">9.2.4.2.13</a> ) Supports Classes Semantics (see <a href="#">8.4.4.3</a> )
checkFeatureObject Specialization	Subsetting	<i>Objects::objects</i> (see <a href="#">9.2.5.2.8</a> ) Supports Structures Semantics (see <a href="#">8.4.4.4</a> )
checkFeatureSubobject Specialization	Subsetting	<i>Objects::Object::subobjects</i> (see <a href="#">9.2.5.2.7</a> ) Supports Structures Semantics (see <a href="#">8.4.4.4</a> )
checkFeatureEnd Specialization	Subsetting	<i>Links::Link::participant</i> (see <a href="#">9.2.3.2.3</a> ) Supports Associations Semantics (see <a href="#">8.4.4.5</a> )
checkFeatureEndRedefinition	Redefinition	endFeatures of supertypes of the owning Type of the Feature Supports Associations and Connectors Semantics (see <a href="#">8.4.4.5</a> and <a href="#">8.4.4.6</a> )
checkFeatureParameter Redefinition	Redefinition	parameters of supertypes of the owning Behavior or Step of the Feature Supports Behaviors and Steps Semantics (see <a href="#">8.4.4.7</a> )
checkFeatureResult Redefinition	Redefinition	result parameters of supertypes of the owning Function or Expression of the Feature Supports Functions and Expressions Semantics (see <a href="#">8.4.4.8</a> )
checkFeatureResult Specialization	FeatureTyping Subsetting	The DataType from <i>ScalarValues</i> (see <a href="#">9.3.2</a> ) corresponding to the kind of the owning LiteralExpression or the referent of the owning FeatureReferenceExpression of the Feature Supports Expressions Semantics (see <a href="#">8.4.4.9</a> )
checkFeatureItemFlowFeature Redefinition	Redefinition	<i>Transfer::source::sourceOutput</i> or <i>Transfer::target::targetInput</i> (see <a href="#">9.2.7.2.9</a> ) Supports Item Flows Semantics (see <a href="#">8.4.4.10</a> )

Semantic Constraint	Implied Relationship	Target
checkFeatureValuation Specialization	Subsetting	The result of the value Expression of an owned FeatureValue of a Feature Supports Feature Values Semantics (see <a href="#">8.4.4.11</a> )

## Notes

1. For the checkFeatureResultSpecialization constraint, the implied Specialization is a FeatureTyping if the owningType of the Feature is a LiteralExpression and a Subsetting if the owningType is a FeatureReferenceExpression.

### 8.4.3.1.2 Core Semantics Mathematical Preliminaries

The mathematical specification of Core semantics uses a model-theoretic approach. Core mathematical semantics are expressed in first order logic notation, extended as follows:

1. A conjunction specifying that multiple variables are members of the same set can be shortened to a comma-delimited series of variables followed by a single membership symbol ( $s_1, s_2 \in S$  is short for  $s_1 \in S \wedge s_2 \in S$ ). Quantifiers can use this in variable declarations, rather than leaving it to the body of the statement before an implication ( $\forall t_g, t_s \in V_T \dots$  is short for  $\forall t_g, t_s \ t_g \in V_T \wedge t_s \in V_T \Rightarrow \dots$ ).
2. Dots (.) appearing between metaproperty names have the same meaning as in OCL, including implicit collections [OCL].
3. Sets are identified in the usual set-builder notation, which specifies members of a set between curly braces ("{}"). The notation is extended with "#" before an opening brace to refer to the cardinality of a set.

Element names appearing in the mathematical semantics refer to the Element itself, rather than its instances, using the same font conventions as given in [8.1](#).

The mathematical semantics use the following model-theoretic terms, explained in terms of this specification:

- *Vocabulary*: Model elements conforming to the KerML abstract syntax, with additional restrictions given in this subclause.
- *Universe*: All actual or potential things the vocabulary could possibly be about.
- *Interpretation*: The relationship between vocabulary and mathematical structures made of elements of the universe.

The above terms are mathematically defined below.

- A vocabulary  $V = (V_T, V_C, V_F)$  is a 3-tuple where:
  - $V_T$  is a set of types (model elements classified by Type or its specializations, see [8.3.3.1](#)).
  - $V_C \subseteq V_T$  is a set of classifiers (model elements classified by Classifier or its specializations, see [8.3.3.2](#)), including at least `Base::Anything` from KerML Semantic Model Library, see [9.2.2](#)).
  - $V_F \subseteq V_T$  is a set of features (model elements classified by Feature or its specializations, see [8.3.3.3](#)), including at least `Base::things` from the KerML Semantic Model Library (see [9.2.2](#)).
  - $V_T = V_C \cup V_F$
- An interpretation  $I = (\mathcal{A}, \Sigma, \cdot^T)$  for  $V$  is a 2-tuple where:
  - $\mathcal{A}$  is a non-empty set (*universe*),
  - $\Sigma = (P, <_P)$  is a non-empty set  $P$  with a strict partial ordering  $<_P$  (*marking set*), and

- $\cdot^T$  is an (*interpretation*) function relating elements of the vocabulary to sets of all non-empty tuples (*sequences*) of elements of the universe, with an element of the marking set in between each one for sequences of multiple elements. It has domain  $V_T$  and co-domain that is the power set of  $S$ , where

$$S = \{ (d_1) \} \cup \{ (d_1, p_1, d_2) \} \cup \dots \cup \{ (d_1, p_1, d_2, \dots, p_{i+1}, d_{i+2}) \} \cup \dots$$

*such that  $i \in \mathbb{Z}^+$ ,  $d_i \in \Delta$ ,  $p_i \in P$*

The semantics of KerML are restrictions on the interpretation relationship, as given mathematically in this and subsequent subclauses on the Core semantics. The phrase *result of interpreting* a model (vocabulary) element refers to sequences paired with the element by  $\cdot^T$ , also called the *interpretation* of the model element, for short.

The (*minimal interpretation*) function  $\cdot^{minT}$  specializes  $\cdot^T$  to the subset of sequences that have no others in the interpretation as tails, except when applied to *Anything*.

$$\forall t \in \text{Type}, s_1 \in S \quad s_1 \in (t)^{minT} \equiv s_1 \in (t)^T \wedge (t \neq \text{Anything} \Rightarrow (\forall s_2 \in S \quad s_2 \in (t)^T \wedge s_2 \neq s_1 \Rightarrow \neg \text{tail}(s_2, s_1)))$$

Functions and predicates for sequences are introduced below. Predicates prefixed with `form:` are defined in [fUML], Clause 10 (Base Semantics).

- *length* is a function version of fUML's *sequence-length*.

$$\forall s, n \quad n = \text{length}(s) \equiv (\text{form:sequence-length } s \ n)$$

- *at* is a function version of fUML's *in-position-count*.

$$\forall x, s, n \quad x = \text{at}(s, n) \equiv (\text{form:in-position-count } s \ n \ x)$$

- *head* is true if the first sequence is the same as the second for some or all of the second starting at the beginning, otherwise is false.

$$\begin{aligned} \forall s_1, s_2 \quad \text{head}(s_1, s_2) &\Rightarrow \text{form:Sequence}(s_1) \wedge \text{form:Sequence}(s_2) \\ \forall s_1, s_2 \quad \text{head}(s_1, s_2) &\equiv (\text{length}(s_1) \leq \text{length}(s_2)) \wedge \\ &(\forall i \in \mathbb{Z}^+ \quad i \geq 1 \wedge i \leq \text{length}(s_1) \Rightarrow \text{at}(s_1, i) = \text{at}(s_2, i)) \end{aligned}$$

- *tail* is true if the first sequence is the same as the second for some or all of the second finishing at the end, otherwise is false:

$$\begin{aligned} \forall s_1, s_2 \quad \text{tail}(s_1, s_2) &\Rightarrow \text{form:Sequence}(s_1) \wedge \text{form:Sequence}(s_2) \\ \forall s_1, s_2 \quad \text{tail}(s_1, s_2) &\equiv (\text{length}(s_1) \leq \text{length}(s_2)) \wedge \\ &(\forall h, i \in \mathbb{Z}^+ \quad (h = \text{length}(s_2) - \text{length}(s_1)) \wedge i > h \wedge i \leq \text{length}(s_2) \Rightarrow \text{at}(s_1, i - h) = \text{at}(s_2, i)) \end{aligned}$$

- *head-tail* is true if the first and second sequences are the head and tail of the third sequence, respectively, otherwise is false:

$$\begin{aligned} \forall s_1, s_2 \quad \text{head-tail}(s_1, s_2, s_0) &\Rightarrow \\ &\text{form:Sequence}(s_1) \wedge \text{form:Sequence}(s_2) \wedge \text{form:Sequence}(s_0) \\ \forall s_1, s_2 \quad \text{head-tail}(s_1, s_2, s_0) &\equiv \text{head}(s_1, s_0) \wedge \text{tail}(s_2, s_0) \end{aligned}$$

- *concat* is true if the first sequence has the second as head, the third as tail, and its length is the sum of the lengths of the other two, otherwise is false.

$$\begin{aligned} \forall s_0, s_1, s_2 \quad \text{concat}(s_0, s_1, s_2) &\Rightarrow \text{form:Sequence}(s_0) \wedge \text{form:Sequence}(s_1) \wedge \text{form:Sequence}(s_2) \\ \forall s_0, s_1, s_2 \quad \text{concat}(s_0, s_1, s_2) &\equiv (\text{length}(s_0) = \text{length}(s_1) + \text{length}(s_2)) \wedge \text{head-tail}(s_1, s_2, s_0) \end{aligned}$$

- *concat-around* is true if the first sequence has the second as head, the fourth as tail, and the third element in between.

$$\begin{aligned} \forall s_0, s_1, p, s_2 \text{ concat-around}(s_0, s_1, p, s_2) \Rightarrow \\ \text{form:Sequence}(s_0) \wedge \text{form:Sequence}(s_1) \wedge \text{form:Sequence}(s_2) \\ \forall s_0, s_1, p, s_2 \text{ concat-around}(s_0, s_1, p, s_2) \equiv (\text{length}(s_0) = \text{length}(s_1) + \text{length}(s_2) + 1) \wedge \\ \text{head-tail}(s_1, s_2, s_0) \wedge \text{at}(p, \text{length}(s_1)+1) \end{aligned}$$

- *reverse* is true if the sequences have the same elements, but in reverse order, otherwise is false.

$$\begin{aligned} \forall s_1, s_2 \text{ reverse}(s_1, s_2) \Rightarrow \text{form:Sequence}(s_1) \wedge \text{form:Sequence}(s_2) \\ \forall s_1, s_2 \text{ reverse}(s_1, s_2) \equiv (\text{length}(s_1) = \text{length}(s_2)) \wedge \\ (\forall i \in \mathbb{Z}^+ \ i \geq 1 \wedge i \leq \text{length}(s_1) \Rightarrow \text{at}(s_1, (\text{length}(s_1) - i + 1)) = \text{at}(s_2, i)) \end{aligned}$$

### 8.4.3.2 Types Semantics

Abstract syntax reference: [8.3.3.1](#)

The `checkTypeSpecialization` constraint requires that all `Types` directly or indirectly specialize `Base::Anything` (see [9.2.2.2.1](#)). However, there is *no* implied relationship shall be inserted to satisfy this constraint for a `Type` that is not a `Classifier` or a `Feature` (see also [8.4.3.3](#) and [8.4.3.4](#) on `Classifiers` and `Features`, respectively).

The mathematical interpretation (see [8.4.3.1.2](#)) of `Types` in a model shall satisfy the following rules:

1. All sequences in the interpretation of a `Type` are in the interpretations of the `Types` it specializes.

$$\forall t_g, t_s \in V_T \ t_g \in t_s.\text{specialization.general} \Rightarrow (t_s)^T \subseteq (t_g)^T$$

2. No sequences in the interpretation of a `Type` are in the interpretations of its disjoining `Types`.

$$\forall t, t_d \in V_T \ t_d \in t.\text{disjoiningTypeDisjoining.disjoiningType} \Rightarrow ((t)^T \cap (t_d)^T = \emptyset)$$

### 8.4.3.3 Classifiers Semantics

Abstract syntax reference: [8.3.3.2](#)

The `checkTypeSpecialization` constraint is semantically required for `Classifiers` by the rules below. If necessary, it may be syntactically satisfied in a model by inserting an implied `Subclassification Relationship` to `Base::Anything` (see also [Table 13](#)).

The mathematical interpretation (see [8.4.3.1.2](#)) of the `Classifiers` in a model shall satisfy the following rules:

1. If the interpretation of a `Classifier` includes a sequence, it also includes the 1-tail of that sequence.

$$\forall c \in V_C, s_1 \in S \ s_1 \in (c)^T \Rightarrow (\forall s_2 \in S \ \text{tail}(s_2, s_1) \wedge \text{length}(s_2) = 1 \Rightarrow s_2 \in (c)^T)$$

2. The interpretation of the `Classifier Anything` includes all sequences of all elements of the universe and markings.

$$(\text{Anything})^T = S$$

### 8.4.3.4 Features Semantics

Abstract syntax reference: [8.3.3.3](#)

The `checkFeatureSpecialization` constraint is semantically required by the first two rules below, combined with the definition of  $\cdot^T$  in 8.4.3.1.2. If necessary, it may be syntactically satisfied in a model by inserting an implied Subsetting Relationship to `Base::things` (see also Table 13). Note that satisfaction of the `checkFeatureSpecialization` constraint implies satisfaction of the `checkTypeSpecialization` constraint, because `Base::things` is a `FeatureTyping` specialization of `Base::Anything`.

The mathematical interpretation (see 8.4.3.1.2) of the `Features` in a model shall satisfy the following rules:

1. The interpretations of `Features` must have length greater than two.

$$\forall s \in S, f \in V_F \quad s \in (f)^T \Rightarrow \text{length}(s) > 2$$

2. The interpretation of the `Feature things` is all sequences of length greater than two.

$$(\text{things})^T = \{ s \mid s \in S \wedge \text{length}(s) > 2 \}$$

See other rules below.

`Features` interpreted as sequences of length three or more can be treated as if they were interpreted as ordered triples ("marked" binary relations), where the first and third elements are interpretations of the domain and co-domain of the `Feature`, respectively, while the second element is a *marking* from  $P$ . The predicate *feature-pair* below determines whether two sequences can be treated in this way.

Two sequences are a *feature pair* of a `Feature` if and only if the interpretation of the `Feature` includes a sequence  $s_0$  such that following are true:

- $s_0$  is the concatenation of the two sequences, in order, with an elements of  $P$  (*marking*) marking in between them.
- The first sequence is in the minimal interpretation of all `featuringTypes` of the `Feature`.
- The second sequence is in the minimal interpretations of all `types` of the `Feature`.

$$\begin{aligned} \forall s_1, s_2 \in S, p \in P, f \in V_F \quad \text{feature-pair}(s_1, p, s_2, f) \equiv \\ \exists s_0 \in S \quad s_0 \in (f)^T \wedge \text{concat-around}(s_0, s_1, p, s_2) \wedge \\ (\forall t_1 \in V_T \quad t_1 \in f.\text{featuringType} \Rightarrow s_1 \in (t_1)^{\text{min}T}) \wedge \\ (\forall t_2 \in V_T \quad t_2 \in f.\text{type} \Rightarrow s_2 \in (t_2)^{\text{min}T}) \end{aligned}$$

Markings for the same  $s_1$  above can be related by  $<_P$  to order  $s_2$  across multiple interpretations (values) of  $f$ . Interpretations of  $f$  can have the same  $s_1$  and  $s_2$ , differing only in  $p$  to distinguish duplicate  $s_2$  (values of  $f$ ).

The interpretation of the `Features` in a model shall satisfy the following rules:

3. All sequences in an interpretation of a `Feature` have a tail with non-overlapping head and tail that are feature pairs of the `Feature`.

$$\forall s_0 \in S, f \in V_F \quad s_0 \in (f)^T \Rightarrow \exists s_t, s_1, s_2 \in S, p \in P \quad \text{tail}(s_t, s_0) \wedge \text{head-tail}(s_1, s_2, s_t) \wedge \\ (\text{length}(s_t) > \text{length}(s_1) + \text{length}(s_2)) \wedge \text{feature-pair}(s_1, p, s_2, f)$$

4. Values of `redefiningFeatures` are the same as the values of their `redefinedFeatures` restricted to the domain of the `redefiningFeature`.

$$\begin{aligned} \forall f_g, f_s \in V_F \quad f_g \in f_s.\text{redefinedFeature} \Rightarrow \\ (\forall s_1 \in S \quad (\forall f_{t_s} \in V_T \quad f_{t_s} \in f_s.\text{featuringType} \Rightarrow s_1 \in (f_{t_s})^{\text{minT}}) \Rightarrow \\ (\forall s_2 \in S, p \in P \quad (\text{feature-pair}(s_1, p, s_2, f_s) \equiv \text{feature-pair}(s_1, p, s_2, f_g)))) \end{aligned}$$

5. The multiplicity of a Feature includes the cardinality of its values, counting duplicates.

$$\begin{aligned} \forall s_1 \in S, f \in V_F, n \in \mathbb{Z}^+ \quad (\forall t_1 \in V_T \quad t_1 \in f.\text{featuringType} \Rightarrow s_1 \in (t_1)^{\text{minT}}) \wedge \\ n = \#\{(p, s_2) \mid \text{feature-pair}(s_1, p, s_2, f)\} \Rightarrow \\ \exists p \in P \quad \text{feature-pair}(s_1, p, (n), f.\text{multiplicity}) \end{aligned}$$

6. If a Feature is unique, there are no values with the same markings.

$$\begin{aligned} \forall s_1, s_2 \in S, p_1, p_2 \in P, f \in V_F \quad f.\text{isUnique} \Rightarrow \\ (\text{feature-pair}(s_1, p_1, s_2, f) \wedge \text{feature-pair}(s_1, p_2, s_2, f) \Rightarrow p_1 = p_2) \end{aligned}$$

7. If a Feature is ordered, the markings of its values are totally ordered and mark exactly one value each.

$$\begin{aligned} \forall s_1, s_2, s_3 \in S, p_1, p_2 \in P, f \in V_F \quad f.\text{isOrdered} \Rightarrow \\ (\text{feature-pair}(s_1, p_1, s_2, f) \wedge \text{feature-pair}(s_1, p_2, s_3, f) \Rightarrow (p_1 = p_2 \wedge s_2 = s_3) \vee p_1 <_P p_2 \vee p_2 <_P p_1) \end{aligned}$$

8. Sequences in the interpretation of an inverting feature are the reverse of those in the inverted feature.

$$\begin{aligned} \forall f_1, f_2 \in V_F \quad f_2 \in f_1.\text{invertingFeatureInverting.invertingFeature} \Rightarrow \\ (\forall s_1 \in S \quad s_1 \in (f_1)^T \equiv (\exists s_2 \in S \quad s_2 \in (f_2)^T \wedge \text{reverse}(s_2, s_1))) \end{aligned}$$

9. The interpretation of a Feature with a chain is determined by the interpretations of the subchains, see additional predicates below.

$$\forall f \in V_F, cfl \quad cfl = f.\text{chainingFeature} \wedge \text{form:Sequence}(cfl) \wedge \text{length}(cfl) > 1 \Rightarrow \text{chain-feature-n}(f, cfl)$$

The interpretations of a Feature ( $f$ ) specified as a chain of two others ( $f_1$  and  $f_2$ ) are all sequences formed from Feature pairs of the two others that share the same sequence as second and first in their pairs, respectively. If  $f$  is ordered, marking order in interpretations of  $f$  applies the order of  $f_1$  values to those of  $f_2$  found via each value of  $f_1$ . If  $f$  is non-unique, duplicate values of  $f_2$  (which might be due to multiple values of  $f_1$ ) are preserved in  $f$ , otherwise  $f_2$  can have no duplicate values (including any due to multiple values of  $f_1$ ).



$$\begin{aligned}
&\forall paths, sd, f_1, f_2, scd \quad paths = all-chain-path-2(sd, f_1, f_2, scd) \Rightarrow \\
&\quad form: Set(paths) \wedge sd, scd \in S \wedge f_1, f_2 \in V_F \\
&\forall sd, f_1, f_2, scd \quad all-chain-path-2(sd, f_1, f_2, scd) = \\
&\quad \{ (pm, sm, pm11) \mid pm, pm11 \in P \wedge sm \in S \wedge \\
&\quad \quad feature-pair(sd, pm, sm, f_1) \wedge feature-pair(sm, pm11, scd, f_2) \} \\
&\forall f, f_1, f_2 \quad chain-feature-2(f, f_1, f_2) \Rightarrow f, f_1, f_2 \in V_F \\
&\forall f, f_1, f_2 \quad chain-feature-2(f, f_1, f_2) \Rightarrow \\
&\quad (\forall sd, scd \in S \# \{ pcd \mid feature-pair(sd, pcd, scd, f) = \\
&\quad \quad \#all-chain-path-2(f_1, f_2, scd) \}) \\
&\forall f, f_1, f_2 \quad chain-feature-2(f, f_1, f_2) \Rightarrow \\
&\quad (\forall sd, scd_1, scd_2, ppath_1, ppath_2 \wedge \\
&\quad \quad ppath_1 \in all-chain-path-2(f_1, f_2, scd_1) \wedge \\
&\quad \quad ppath_2 \in all-chain-path-2(f_1, f_2, scd_2) \wedge \\
&\quad \quad (\forall pm_1, pm_{11} \in P, sm_1, sm_2 \in S \\
&\quad \quad \quad pm_1 = at(ppath_1, 1) \wedge sm_1 = at(ppath_1, 2) \wedge pm_{11} = at(ppath_1, 3) \wedge \\
&\quad \quad \quad pm_2 = at(ppath_2, 1) \wedge sm_2 = at(ppath_2, 2) \wedge pm_{21} = at(ppath_2, 3) \wedge \\
&\quad \quad \quad ((pm_1 <_P pm_2) \vee (pm_1 = pm_2 \wedge sm_1 = sm_2 \wedge pm_{11} <_P pm_{21})) \Rightarrow \\
&\quad \quad \quad (\exists pcd_1, pcd_2 \in P \quad pcd_1 <_P pcd_2 \wedge \\
&\quad \quad \quad feature-pair(sd, pcd_1, scd_1, f) \wedge feature-pair(sd, pcd_2, scd_2, f)))
\end{aligned}$$

A Feature ( $f$ ) specified as a chain of two or more others ( $fl$ , a list of features longer than 1) is the last in a series of Features specified by incremental subchains ( $flc$ ), starting with the first two Features in  $fl$ , (specifying the first Feature in  $flc$ ), then the first three in  $fl$  (specifying the second Feature in  $flc$ ), and so on, to all the Features in  $fl$  (specifying the last feature in  $flc$ , which is the original Feature  $f$ ). If  $f$  is ordered, marking order in interpretations of each subchain apply to values of later subchains. If  $f$  is non-unique, duplicate values of the last Feature in  $fl$  (which might be due to multiple values of the other Features) are preserved in  $f$ , otherwise the last Feature in  $fl$  can have no duplicates (including any due to multiple values of the other Features).

$$\begin{aligned}
&\forall f, fl \quad chain-feature-n(f, fl) \Rightarrow \\
&\quad f \in V_F \wedge fl \subseteq V_F \wedge form: Sequence(fl) \wedge length(fl) > 1 \\
&\forall f, fl \quad chain-feature-n(f, fl) \equiv \\
&\quad \exists flc \subseteq V_F \wedge form: Sequence(fl) \wedge length(fl) = length(fl) - 1 \wedge \\
&\quad (\forall i \in \mathbb{Z}^+ \quad i > 1 \wedge i \leq length(fl) \Rightarrow \\
&\quad \quad chain-feature-2(at(fl, i-1), at(fl, i-1), at(fl, i)) \wedge f = at(fl, length(fl)))
\end{aligned}$$

## 8.4.4 Kernel Semantics

### 8.4.4.1 Kernel Semantics Overview

The semantics of constructs in the Kernel Layer are specified in terms of the foundational constructs defined in the Core layer supported by reuse of model elements from the Kernel Semantic Model Library (see 9.2). The most common way in which library model elements are used is through specialization, in order to meet subtyping constraints specified in the abstract syntax. For example, `Classes` are required to (directly or indirectly) subclassify `Object` from the `Objects` library model, while Features typed by `Classes` must subset `objects`. Similarly, `Behaviors` must subclassify `Performance` from the `Performances` library model, while `Steps` (Features typed by `Behaviors`) must subset `performances`. The requirement for such specialization is specified

by specialization constraints in the abstract syntax, as listed in [Table 15](#) along with the implied Specializations that may be used to satisfy them (see [8.4.2](#) for discussion of specialization constraints and implied Relationships).

Sometimes more complicated reuse patterns are needed. For example, binary Associations (with exactly two ends) specialize *BinaryLink* from the library, and additionally require the ends of the Association to redefine the *source* and *target* ends of *BinaryLink*. Such patterns are specified by redefinition constraints and other kinds of semantic constraints in the abstract syntax, as listed in [Table 16](#) along with the implied Relationships that may be used to satisfy them (see also [8.4.2](#)). In addition the Core semantic constraints listed in [Table 14](#) actually support the semantics of Kernel layer constructs.

In all cases, all Kernel syntactic constructs can be ultimately reduced to semantically equivalent Core patterns. Various elements of the Kernel abstract syntax essentially act as "markers" for modeling patterns typing the Kernel to the Core. The following subclauses specify the semantics for each syntactic area of the Kernel Layer in terms of the semantic constraints that must be satisfied for various Kernel elements, the pattern of relationships these imply, and the model library elements that are reused to support this.

**Table 15. Kernel Semantics Implied Specializations**

Semantic Constraint	Implied Relationship	Target
checkDataTypeSpecialization	Subclassification	<i>Base::DataValue</i> (see <a href="#">9.2.2.2.2</a> )
checkClassSpecialization	Subclassification	<i>Occurrences::Occurrence</i> (see <a href="#">9.2.4.2.13</a> )
checkStructureSpecialization	Subclassification	<i>Objects::Object</i> (see <a href="#">9.2.5.2.7</a> )
checkAssociationSpecialization	Subclassification	<i>Links::Link</i> (see <a href="#">9.2.3.2.3</a> )
checkAssociationBinarySpecialization	Subclassification	<i>Links::BinaryLink</i> (see <a href="#">9.2.3.2.1</a> )
checkAssociationStructureSpecialization	Subclassification	<i>Objects::LinkObject</i> (see <a href="#">9.2.5.2.5</a> )
checkAssociationStructureBinarySpecialization	Subclassification	<i>Objects::BinaryLinkObject</i> (see <a href="#">9.2.5.2.1</a> )
checkConnectorSpecialization	Subsetting	<i>Links::links</i> (see <a href="#">9.2.3.2.4</a> )
checkConnectorBinarySpecialization	Subsetting	<i>Links::binaryLinks</i> (see <a href="#">9.2.3.2.2</a> )
checkConnectorObjectSpecialization	Subsetting	<i>Objects::linkObjects</i> (see <a href="#">9.2.5.2.6</a> )
checkConnectorBinaryObjectSpecialization	Subsetting	<i>Objects::binaryLinkObjects</i> (see <a href="#">9.2.5.2.2</a> )
checkBindingConnectorSpecialization	Subsetting	<i>Links::selfLinks</i> (see <a href="#">9.2.3.2.6</a> )
checkSuccessionSpecialization	Subsetting	<i>Occurrences::happensBeforeLinks</i> (see <a href="#">9.2.4.2.2</a> )
checkBehaviorSpecialization	Subclassification	<i>Performances::Performance</i> (see <a href="#">9.2.6.2.13</a> )

Semantic Constraint	Implied Relationship	Target
checkStepSpecialization	Subsetting	<i>Performances::performances</i> (see <a href="#">9.2.6.2.14</a> )
checkStepEnclosedPerformanceSpecialization	Subsetting	<i>Performances::Performance::enclosedPerformance</i> (see <a href="#">9.2.6.2.13</a> )
checkStepSubperformanceSpecialization	Subsetting	<i>Performances::Performance::subperformance</i> (see <a href="#">9.2.6.2.13</a> )
checkStepOwnedPerformanceSpecialization	Subsetting	<i>Objects::Object::ownedPerformance</i> (see <a href="#">9.2.5.2.7</a> )
checkFunctionSpecialization	Subclassification	<i>Performances::Evaluation</i> (see <a href="#">9.2.6.2.3</a> )
checkPredicateSpecialization	Subclassification	<i>Performances::BooleanEvaluation</i> (see <a href="#">9.2.6.2.1</a> )
checkExpressionSpecialization	Subsetting	<i>Performances::evaluations</i> (see <a href="#">9.2.6.2.4</a> )
checkBooleanExpressionSpecialization	Subsetting	<i>Performances::booleanEvaluations</i> (see <a href="#">9.2.6.2.2</a> )
checkInvariantSpecialization	Subsetting	<i>Performances::trueEvaluations</i> (see <a href="#">9.2.6.2.16</a> ), for true Invariants, or <i>Performances::falseEvaluations</i> (see <a href="#">9.2.6.2.5</a> ), for false (negated) Invariants
checkNullExpressionSpecialization	Subsetting	<i>Performances::nullEvaluations</i> (see <a href="#">9.2.6</a> )
checkLiteralExpressionSpecialization	Subsetting	<i>Performances::literalEvaluations</i> (see <a href="#">9.2.6</a> )
checkOperatorExpressionSpecialization	FeatureTyping	The library Function named by the operator of the OperatorExpression
checkMetadataAccessExpressionSpecialization	Subsetting	<i>Performances::metadataAccessEvaluations</i> (see <a href="#">9.2.6.2.10</a> )
checkItemFlowSpecialization	Subsetting	<i>Transfers::transfers</i> (see <a href="#">9.2.7.2.11</a> ), or <i>Transfers::flowTransfers</i> (see <a href="#">9.2.7.2.4</a> ), if the ItemFlow has ItemFlowEnds
checkSuccessionItemFlowSpecialization	Subsetting	<i>Transfers::flowTransfersBefore</i> (see <a href="#">9.2.7.2.5</a> )
checkMultiplicitySpecialization	Subsetting	<i>Base::naturals</i> (see <a href="#">9.2.2.2.5</a> )

Semantic Constraint	Implied Relationship	Target
checkMetaclassSpecialization	Subclassification	<i>Metaobjects::Metaobject</i> (see <a href="#">9.2.16.2.1</a> )
checkMetadataFeatureSpecialization	Subsetting	<i>Metaobjects::metaobjects</i> (see <a href="#">9.2.16.2.2</a> )
checkMetadataFeatureSemanticSpecialization	Specialization Subclassification FeatureTyping Subsetting (see Note 2)	(See Note 2 and <a href="#">8.4.4.13</a> )

#### Notes.

1. For all constraints *other* than `checkMetadataFeatureSemanticSpecialization`, the source of any implied Relationship is the annotated element of the constraint, with the target as given in the table.
2. The `checkMetadataFeatureSemanticSpecialization` constraint only applies to a `MetadataFeature` that has a `metaclass` that is a kind of `SemanticMetadata` (see [9.2.16.2.3](#)). The source of the implied Relationship for this constraint is *not* the `MetadataFeature` but, rather, the Type annotated by the `MetadataFeature`, and a conforming tool need only insert the Relationship if the `MetadataFeature` is an ownedMember of the Type. The kind of Relationship that is implied and its target are determined as follows:
  - If the annotated Type and the *baseType* are both Classifiers, then Subclassification targeting the *baseType*.
  - If the annotated Type is a Feature and the *baseType* is a Classifier, then FeatureTyping targeting the *baseType*.
  - If the annotated Type and the *baseType* are both Features, then Subsetting targeting the *baseType*.
  - If the annotated Type is a Classifier and the *baseType* is a Feature, then Subclassifications targeting each of the types of the Feature.

**Table 16. Kernel Semantics Other Implied Relationships**

Semantic Constraint	Implied Relationship	Target (or source and target for binding)
checkItemFeatureRedefinition	Redefinition	<i>Transfers::Transfer::item</i> (see <a href="#">9.2.7.2.9</a> )
checkFeatureItemFlowFeatureRedefinition	Redefinition	<i>Transfer::source::sourceOutput</i> or <i>Transfer::target::targetInput</i> (see <a href="#">9.2.7.2.9</a> )
checkConnectorTypeFeaturing (see Note 2)	TypeFeaturing	The common directly or indirectly featuring Type for the Connector and its relatedElements
checkExpressionTypeFeaturing	TypeFeaturing	The featuringTypes of the featureWithValue of the FeatureValue that owns the Expression

Semantic Constraint	Implied Relationship	Target (or source and target for binding)
checkFunctionResult BindingConnector	BindingConnector	From the result of the result Expression of the Function to its result parameter.
checkExpressionResult BindingConnector	BindingConnector	From the result of the result Expression of the constrained Expression to its result parameter.
checkFeatureReference ExpressionBindingConnector	BindingConnector	Between the referent and result of the FeatureReferenceExpression
checkInvocationExpression ConstructorBindingConnector (see Note 3)	BindingConnector	Between the InvocationExpression itself and its result parameter.
checkInvocationExpression DefaultValueBindingConnector (see Note 4)	BindingConnector	Between features of the InvocationExpression and results of default value Expressions for those features.
checkFeatureChainExpression TargetRedefinition (see Note 5)	Redefinition	<i>ControlFunctions::'.':: source::target</i> (see <a href="#">9.4.17</a> )
checkFeatureChainExpression SourceTargetRedefinition (see Note 5)	Redefinition	The targetFeature of the FeatureChainExpression
checkFeatureValue BindingConnector	BindingConnector	Between the featureWithValue of the FeatureValue and the result of its value Expression

## Notes

1. For redefinition and type featuring constraints, the annotated element of the constraint is the `source` and `owningRelatedElement` of the implied Relationship, with the `target` as given in the last column table. For binding connector constraints, the annotated element of the constraint is the `owningNamespace` of the implied Relationship, with the `source` and `target` of the Relationship as given in the last column of the table.
2. For the `checkConnectorTypeFeaturing` constraint, an implied `TypeFeaturing` shall only be included to satisfy if the `Connector` has no `owningType` and no `ownedTypeFeaturings`.
3. The `checkInvocationExpressionConstructorBindingConnector` constraint only applies if the invoked type is not a `Behavior` or a `Feature` typed by a `Behavior`.
4. The `checkInvocationExpressionDefaultValueBindingConnector` constraint applies to each feature of an `InvocationExpression` that redefines a `Feature` for which there is an *effective default value* (see [8.4.4.11](#)).
5. For the `checkFeatureChainExpressionTargetRedefinition` and `checkFeatureChainExpressionSourceTargetRedefinition` constraints, the `redefiningFeature` of the implied `Redefinition` is a nested `Feature` of the first owned input

parameter of the `FeatureChainExpression` (corresponding to the `source` parameter of the `'.'` Function).

#### 8.4.4.2 Data Types Semantics

*Abstract syntax reference:* [8.3.4.1](#)

The `checkDataTypeSpecialization` constraint requires that `DataTypes` specialize the base `DataType` `Base::DataValue` (see [9.2.2.2.2](#)). The `checkFeatureDataValueSpecialization` constraint requires that `Features` typed by a `DataType` specialize the `Feature` `Base::dataValues` (see [9.2.2.2.3](#)), which is typed by `Base::DataValue`.

```
datatype D specializes Base::DataValue {  
  feature a : ScalarValue::String subsets Base::dataValues;  
  feature b : D subsets Base::dataValues;  
}
```

The Type `Base::DataValue` is disjoint with `Occurrences::Occurrence` and `Links::Link`, the base Types for `Classes` and `Associations` (see [8.4.4.3](#) and [8.4.4.5](#), respectively). This means that a `DataType` cannot specialize a `Class` or `Association` and that a `Feature` typed by a `DataType` cannot also be typed by a `Class` or `Association`.

#### 8.4.4.3 Classes Semantics

*Abstract syntax reference:* [8.3.4.2](#)

The `checkClassSpecialization` constraint requires that `Classes` specialize the base `Class` `Occurrences::Occurrence` (see [9.2.4.2.13](#)). The `checkFeatureOccurrenceSpecialization` constraint requires that `Features` typed by a `Class` specialize the `Feature` `Occurrences::occurrences` (see [9.2.4.2.14](#)), which is typed by `Occurrences::Occurrence`. Further, the `checkFeatureSuboccurrenceSpecialization` constraint requires that composite `Features` typed by a `Class`, and whose `ownedType` is a `Class` or another `Feature` typed by a `Class`, specialize the `Feature` `Occurrences::Occurrence::suboccurrences` (see [9.2.4.2.13](#)), which subsets `Occurrences::occurrences`.

```
class C specializes Occurrences::Occurrence {  
  feature a : C subsets Occurrences::occurrences;  
  composite feature b : C subsets Occurrences::Occurrence::suboccurrences;  
}
```

The `Class` `Occurrences::Occurrence` is disjoint with `Base::DataValues`, the base Type for `DataTypes` (see [8.4.4.2](#)). This means that a `Class` cannot specialize a `DataType` and that a `Feature` typed by a `Class` cannot also be typed by a `DataType`. Note that `Occurrences::Occurrence` is *not* disjoint with `Link::Links`, because an `AssociationStructure` is both an `Association` and a `Structure` (which is a kind of `Class`), so the base `AssociationStructure` `Objects::LinkObject` specializes both `Link::Links` and (indirectly) `Occurrences::Occurrence`.

Unlike `DataValues`, `Occurrences` are modeled as occurring in three-dimensional space and persisting over time. The `Occurrences` library model includes an extensive set of `Associations` between `Occurrences` that model various spatial and temporal relations, such as `InsideOf`, `OutsideOf`, `HappensBefore`, `HappensDuring`, etc. In particular, the `Association` `HappensBefore` is the base Type for `Successions`, the basic modeling construct for time-ordering `Occurrences` (see [8.4.4.6](#) on the semantics of `Successions`). For further detail on the `Occurrences` model, see [9.2.4.1](#).

#### 8.4.4.4 Structures Semantics

*Abstract syntax reference:* [8.3.4.3](#)

The `checkStructureSpecialization` constraint requires that Structures specialize the base Structure `Objects::Object` (see [9.2.5.2.7](#)). The `checkFeatureObjectSpecialization` constraint requires that Features typed by a Structure specialize the Feature `Objects::objects` (see [9.2.5.2.8](#)), which is typed by `Objects::Object`. Further, the `checkFeatureSubobjectSpecialization` constraint requires that composite Features typed by a Structure, and whose `ownedType` is a Structure or another Feature typed by a Structure, specialize the Feature `Objects::Object::subobjects` (see [9.2.5.2.7](#)), which subsets `Object::objects`.

```
struct S specializes Objects::Object {  
  feature a : S subsets Object::objects;  
  composite feature b : S subsets Objects::Object::subobjects;  
}
```

*Objects* are *Occurrences* representing physical or virtual structures that occur over time. For physical structures, the *Objects* library model also provides a the specialization *StructuredSpaceObject*, which models *Objects* that can be spatial decomposed into cells of the same or lower dimension. The Type *Object* is disjoint with the Type *Performance*, another specialization of *Occurrence*, which is the base Type for Behaviors (see [8.4.4.7](#) on the semantics of Behaviors). For further detail on the *Objects* model, see [9.2.5.1](#).

#### 8.4.4.5 Associations Semantics

*Abstract Syntax Reference:* [8.3.4.4](#)

##### 8.4.4.5.1 Associations

The `checkAssociationSpecialization` and `checkFeatureEndSpecialization` constraints require that an Association specialize the base Association `Links::Link` (see [9.2.3.2.3](#)) and that its `associationEnds` subset `Links::Link::participant`. These constraints essentially require an N-ary Association to have the form (with implied relationships included):

```
assoc A specializes Links::Link {  
  end feature e1 subsets Links::Link::participant;  
  end feature e2 subsets Links::Link::participant;  
  ...  
  end feature eN subsets Links::Link::participant;  
}
```

The *Link* instance for an Association is thus a tuple of *participants*, where each participant is a *single* value of an `associationEnd` of the Association.

As `endFeatures`, the `associationEnds` of an Association are given a special semantics compared to other Features. Even if an `associationEnd` has a declared multiplicity other than 1..1, the `associationEnd` is required to effectively have multiplicity 1..1 as a participant in the *Link*. Note that the Feature `Link::participant` is declared **readonly**, meaning that the *participants* in a link cannot change once the link is created.

If an `associationEnd` has a declared multiplicity other than 1..1, then this shall be interpreted as follows: For an Association with *N* `associationEnds`, consider the *i*-th `associationEnd` *e<sub>i</sub>*. The multiplicity, ordering and uniqueness constraints specified for *e<sub>i</sub>* apply to each set of instances of the Association that have the same (singleton) values for each of the *N-1* `associationEnds` other than *e<sub>i</sub>*.



For example, each instance of the Association

```
assoc Ternary {  
  end feature a[1];  
  end feature b[0..2];  
  end feature c[*] nonunique ordered;  
}
```

consists of three participants, one value for each of the associationEnds *a*, *b* and *c*. The multiplicities specified for the associationEnds then assert that:

1. For any specific values of *b* and *c*, there must be exactly one instance of *Ternary*, with the single value allowed for *a*.
2. For any specific values of *a* and *c*, there may be up to two instances of *Ternary*, all of which must have different values for *b* (default uniqueness).
3. For any specific values of *a* and *b*, there may be any number of instance of *Ternary*, which are ordered and allow repeated values for *c*.

The `checkFeatureEndRedefinition` constraint requires that, if an Association has an ownedSubclassification to another Association, then its associationEnds redefine the associationEnds of the superclassifier Association. In this case, the subclassifier Association will indirectly specialize *Link* through a chain of Subclassifications, and each of its associationEnds will indirectly subset *Links::participant* through a chain of redefinitions and a subsettings.

The `checkAssociationBinarySpecialization` constraint requires that a binary Association (one with exactly two associationEnds) specialize *Links::BinaryLink*. *BinaryLink* specializes *Link* to have exactly two participants corresponding to two ends called *source* and *target*. As required by the `checkFeatureEndRedefinition` constraint, the first associationEnd of a binary Association will redefine *Links::BinaryLink::source* and its second associationEnd will redefine *Links::BinaryLink::target*.

```
assoc B specializes Links::BinaryLink {  
  end feature e1 redefines Links::BinaryLink::source;  
  end feature e2 redefines Links::BinaryLink::target;  
}
```

#### 8.4.4.5.2 Association Structures

An AssociationStructure is both an Association and a Structure and, therefore, the semantic constraints of both Associations and Structures (see 8.4.4.4) apply to AssociationStructures. The `checkAssociationStructureSpecialization` constraint requires an AssociationStructure to specialize *Objects::LinkObject* (see 9.2.5.2.5), which specializes both *Links::Link* and *Objects::Object*. The `checkAssociationStructureBinarySpecialization` constraint requires a binary AssociationStructure to specialize *Objects::BinaryLinkObject* (see 9.2.5.2.1), which specializes both *Links::BinaryLink* and an *Objects::LinkObject*.

#### 8.4.4.6 Connectors Semantics

Abstract syntax reference: [8.3.4.5](#)

##### 8.4.4.6.1 Connectors

A Connector can only be typed by Associations. The `checkConnectorSpecialization` constraint then requires that Connectors specialize the base Feature *Link::links* (see 9.2.3.2.4), which is typed by the base Association *Links::Link* (see 9.2.3.2.3). Further, the `checkFeatureEndRedefinition` constraint requires



that the `connectorEnds` of a `Connector` redefine the `associationEnds` of its typing `Associations`. As a result, a `Connector` typed by an `N`-ary `Association` is essentially required to have the form (with implicit relationships included):

```
connector a : A subsets Links::links {
  end feature e1 redefines A::e1 references f1;
  end feature e2 redefines A::e2 references f2;
  ...
  end feature eN redefines A::eN references fN;
}
```

where  $e_1, e_2, \dots, e_N$  are the names of `associationEnds` of the `Association`  $A$ , in the order they are defined in  $A$ , and the  $f_1, f_2, \dots, f_N$  are the `relatedFeatures` of the `Connector`. Multiplicities declared for `connectorEnds` have the same special semantics as for `associationEnds` (see [8.4.4.5](#)). If  $A$  is an `AssociationStructure`, then the `checkConnectorObjectSpecialization` constraint requires that the `Connector` subsets `Objects::linkObjects` (see [9.2.5.2.6](#)) instead of `Links::link`.

A binary `Connector` is a `Connector` with exactly two `connectorEnds`, that is, a `Connector` typed by a binary `Association`. The `checkConnectorBinarySpecialization` constraint requires that binary `Connectors` specialize the base `Feature` `Link::binaryLinks` (see [9.2.3.2.2](#)), which is typed by the `Association` `Links::BinaryLink` (see [9.2.3.2.1](#)). In particular, if no type is explicitly declared for a binary `Connector`, then its `connectorEnds` simply redefine the `source` and `target` ends of the `Association` `BinaryLink`, which are inherited by the `Feature` `binaryLinks`.

```
connector b : B subsets Links::binaryLinks {
  end feature source redefines B::source references f1;
  end feature target redefines B::target references f2;
}
```

If  $B$  is an `AssociationStructure`, then the `checkConnectorBinaryObjectSpecialization` constraint requires that the `Connector` subsets `Objects::binaryLinkObjects` (see [9.2.5.2.2](#)) instead of `Links::binaryLinks`.

A `Connector` therefore specifies a subset of the `Links` of its typing `Associations` for which the *participants* are values of the `relatedFeatures` of the `Connector`. In addition, the `checkConnectorTypeFeaturing` constraint requires that the `featuringTypes` of a `Connector` be consistent with those of its `relatedFeatures`. Typically, a `Connector` will have an `owningType` that is its `featuringType`, in which case all of its `relatedFeatures` must also be featured in the context of this `Type`. An implicit `TypeFeaturing` may be included to satisfy the `checkConnectorTypeFeaturing` constraint, but *only* if the `Connector` has no explicit `owningType` or `ownedTypeFeaturings`. The primary case in which an implicit `TypeFeaturing` is necessary is for a `BindingConnector` that is itself added implicitly for a `FeatureValue` (see [8.4.4.11](#)).

```
// This is the simplest case of a Connector satisfying checkConnectorTypeFeaturing,
// in which the Connector and its relatedFeatures all have the same owningType.
classifier C {
  feature f1;
  feature f2;
  connector b subsets Links::binaryLinks {
    end feature references f1 redefines Links::BinaryLink::source;
    end feature references f2 redefines Links::BinaryLink::target;
  }
}
```

#### 8.4.4.6.2 Binding Connectors

The `checkBindingConnectorSpecialization` constraint requires that `BindingConnectors` specialize the Feature `Links::selfLinks` (see [9.2.3.2.6](#)), which is typed by the Association `SelfLink` (see [9.2.3.2.5](#)). `SelfLink` has two `associationEnds` that subset each other, meaning they identify the same things (have the same values), which then also applies to `BindingConnector` `connectorEnds` that redefine the `associationEnds` of `SelfLink`. Since both `associationEnds` of `SelfLink` have multiplicity 1..1, both `connectorEnds` of a `BindingConnector` do also. The general semantic constraints for `Connectors` also apply to `BindingConnectors`.

Thus, a `BindingConnector` declaration of the form

```
binding f1 = f2;
```

is, with implied `Relationships` included, semantically equivalent to

```
connector subsets Links::selfLinks {  
  end feature thisThing redefines Links::SelfLink::thisThing references f1;  
  end feature thatThing redefines Links::SelfLink::thatThing references f2;  
}
```

#### 8.4.4.6.3 Successions

The `checkSuccessionSpecialization` constraint requires that `Successions` specialize the Feature `Occurrences::happensBeforeLinks` (see [9.2.4.2.2](#)), which is typed by the Association `HappensBefore` (see [9.2.4.2.1](#)). `HappensBefore` (see [9.2.4.2.1](#)) has two `associationEnds`, asserting that the `Occurrence` identified by its first `associationEnd` (`earlierOccurrence`) temporally precedes the one identified by its second (`laterOccurrence`), which then also applies to `Succession` `connectorEnds` that redefine the `associationEnds` of `HappensBefore`. The general semantic constraints for `Connectors` also apply to `Successions`.

This, a `Succession` declaration of the form

```
succession first f1 then f2;
```

is, with implied `Relationships` included, semantically equivalent to

```
connector subsets Occurrences::happensBeforeLinks {  
  end feature earlierOccurrence references f1  
    redefines Occurrences::HappensBefore::earlierOccurrence;  
  end feature laterOccurrence references f2  
    redefines Occurrences::HappensBefore::laterOccurrence;  
}
```

#### 8.4.4.7 Behaviors Semantics

*Abstract syntax reference:* [8.3.4.6](#)

##### 8.4.4.7.1 Behaviors

The `checkBehaviorSpecialization` constraint requires that `Behaviors` specialize `Performances::Performance` (see [9.2.6.2.13](#)). In addition, the `checkFeatureParameterRedefinition` constraint requires that any owned parameters (i.e., directed ownedFeatures) of a `Behavior` redefine corresponding parameters of any other `Behaviors` it specializes.

```

behavior B specializes Performances::Performance {
  in feature x[0..*] subsets Base::things;
  out feature y[0..1] subsets Base::things;
  inout feature z subsets Base::things;
}
behavior B1 specializes B {
  in feature x1[1] redefines B::x;
  out feature y1[1] redefines B::y;
  // z is inherited without redefinition
}

```

#### 8.4.4.7.2 Steps

The `checkStepSpecialization` constraint requires that Steps specialize *Performances::performances* (see [9.2.6.2.14](#)). In addition, the `checkFeatureParameterRedefinition` constraint requires that any owned parameters (i.e., directed ownedFeatures) of a Step redefine corresponding parameters of any other Steps or Behaviors it specializes. In particular, a Step explicitly typed by a Behavior will generally redefine the parameters of that Behavior.

```

step b : B subsets Performances::performances {
  in feature x redefines B::x = x1;
  out feature y redefines B::y;
  inout feature z redefines B::z := z1 ;
}

step b1 : B1 subsets b {
  in feature x redefines B1::x, b::x;
  out feature y redefines B2::y, b::y;
}

```

Further, the `checkStepEnclosedPerformanceSpecialization` and `checkStepSubperformanceSpecialization` constraints require that a Step whose `owningType` is a Behavior or another Step specialize *Performances::Performance::enclosedPerformance* or, if it is composite, *Performances::Performance::subperformance* (see [9.2.6.2.13](#)). Finally, the `checkStepOwnedPerformanceSpecialization` constraint requires that a composite Step whose `owningType` is a Structure or a Feature typed by a Structure specialize *Objects::Object::ownedPerformance* (see [9.2.5.2.7](#)).

```

step s subsets Performances::performances {
  step s1 subsets Performances::Performance::enclosedPerformance;
  composite step s2 subsets Performances::Performance::subperformance;
}
struct S specializes Objects::Object {
  composite step ss subsets Objects::Object::ownedPerformance;
}

```

#### 8.4.4.8 Functions Semantics

*Abstract syntax reference:* [8.3.4.7](#)

##### 8.4.4.8.1 Functions and Predicates

Functions are kinds of Behaviors. The `checkFunctionSpecialization` constraint requires that Functions specialize the base Function *Performances::Evaluation* (see [9.2.6.2.3](#)), which is a specialization of *Performances::Performance*. All other semantic constraints on Behaviors (see [8.4.4.7](#)) also apply to Functions. In addition, the `checkFeatureResultRedefinition` constraint requires that the result

parameter of a Function always redefine the result of any its supertypes that are also Functions, regardless of their parameter position.

```
function F specializes Performances::Evaluation {
  in a;
  in b;
  return result redefines Performances::Evaluation::result;
}
function G specializes F {
  in a redefines F::a;
  return result redefines F::result;
  in b redefines F::b;
}
```

Further, if a Function owns an Expression via a ResultExpressionMembership, then the checkFunctionResultBindingConnector constraint requires that the Function have, as an ownedFeature, a BindingConnector between the result parameter of the Expression and the result parameter of the Function.

```
function H specializes Performances::Evaluation {
  return redefines Performances::Evaluation::result;
  binding result = resultExpr.result; // Implied
  resultExpr
}
```

where *resultExpr* is an arbitrary Expression and *resultExpr.result* represents a Feature chain to the Expression result.

A Predicate is a kind of Function, so all semantic constraints for Functions also apply to Predicates. In addition, the checkPredicateSpecialization constraint requires that Predicates specialize the base Predicate *Performances::BooleanEvaluation* (see [9.2.6.2.1](#)), which is a specialization of *Performances::Evaluation*. *BooleanEvaluation* has a result parameter typed by Boolean, so Predicates always have a Boolean result.

```
predicate P specializes Performances::BooleanEvaluation {
  in x : ScalarValues::Real;
  return redefines Performances::BooleanEvaluation::result;
  x > 0
}
```

#### 8.4.4.8.2 Expressions and Invariants

Expressions are kinds of Steps. The checkExpressionSpecialization constraint requires that Expressions specialize the base Expression *Performances::evaluations* (see [9.2.6.2.3](#)), which is a specialization of *Performances::performances*. All other semantic constraints on Steps (see [8.4.4.7](#)) also apply to Functions. In addition, the checkFeatureResultRedefinition constraint requires that the result parameter of an Expression always redefine the result of any its supertypes that are Functions or other Expressions, regardless of their parameter position.

```
expr f : F subsets Performances::evaluations {
  in a redefines F::a;
  in b redefines F::b;
  return result redefines F::result, Performances::evaluations::result;
}
expr g : G subsets f {
```

```

    return result redefines G::result, f::result;
}

```

Further, if an Expression owns another Expression via a ResultExpressionMembership, then the checkExpressionResultBindingConnector constraint requires that the Expression have, as an ownedFeature, a BindingConnector between the result parameter of the owned Expression and the result parameter of the owning Expression.

```

expr h subsets Performances::Evaluation {
  binding result = resultExpr.result; // Implied
  resultExpr
}

```

where *resultExpr* is an arbitrary Expression and *resultExpr.result* represents a Feature chain to the Expression result.

A BooleanExpression is a kind of Expression, so all semantic constraints for Expressions also apply to BooleanExpressions. In addition, the checkBooleanExpressionSpecialization constraint requires that BooleanExpressions specialize the base BooleanExpression *Performances::booleanEvaluations* (see [9.2.6.2.2](#)), which is a specialization of *Performances::evaluations*.

```

expr p : P subsets Performances::booleanEvaluations {
  in x : ScalarValues::Integer redefines P::x;
  return redefines P::x, Performance::BooleanEvaluation::result;
}

```

An Invariant is a kind of BooleanExpression, so all semantic constraints for BooleanExpressions also apply to Invariants. In addition, the checkInvariantSpecialization constraint requires that Invariants specialize *either* the BooleanExpression *Performances::trueEvaluations* (see [9.2.6.2.2](#)) or, if the Invariant is negated, the BooleanExpression *Performances::falseEvaluations* (see [9.2.6.2.2](#)), both of which are specializations of *Performances::booleanEvaluations*. The BooleanExpression *trueEvaluations* has its result bound to true, while the BooleanExpression *falseEvaluations* has its result bound to false.

```

inv true i1 subsets Performances::trueEvaluations {
  p(3)
}
inv false i2 subsets Performances::falseEvaluations {
  p(-3)
}

```

#### 8.4.4.9 Expressions Semantics

*Abstract syntax reference:* [8.3.4.8](#)

##### 8.4.4.9.1 Null Expressions

The checkNullExpressionSpecialization constraint requires that NullExpressions specialize the Expression *Performances::nullEvaluations* (see [9.2.6.2.12](#)), which is typed by the Function *Performances::NullEvaluation* (see [9.2.6.2.11](#)). The result parameter of *NullEvaluation* has multiplicity 0..0, which means that a NullExpression always produces an empty result. The general semantic constraints for Expressions (see [8.4.4.8](#)) also apply to NullExpressions.

#### 8.4.4.9.2 Literal Expressions

The `checkLiteralExpressionSpecialization` constraint requires that `LiteralExpressions` specialize the `Expression Performances::literalEvaluations` (see [9.2.6.2.8](#)), which is typed by the Function `Performances::LiteralEvaluation` (see [8.3.4.8.7](#)). The result parameter of `LiteralEvaluation` has multiplicity 1..1 and is typed by `Base::DataValue` (see [9.2.2.2.2](#)). This means that a `LiteralExpression` always produces a single `DataValue` as its result. What value is actually produced depends on the kind of `LiteralExpression`. The general semantic constraints for `Expressions` (see [8.4.4.8](#)) also apply to `LiteralExpressions`.

With the exception of `LiteralInfinity`, each kind of `LiteralExpression` has a `value` property typed by a UML primitive type [UML, MOF]. The result produced by such a `LiteralExpression` is given by this value. `LiteralInfinity` does not have a `value` property, because its result is always "infinity" (written \* the KerML textual notation; see [8.2.5.8.4](#)), which is a number from the `DataType ScalarValues::Positive` that is greater than all the integers. The `checkFeatureResultSpecialization` requires that the result parameter of a `LiteralExpression` have the corresponding `DataType` from the KerML `ScalarValues` library (see [9.3.2](#)), e.g., `Positive` for `LiteralInfinity`, `String` for `LiteralString`, etc.

**Note.** In the abstract syntax, the `value` property of `LiteralRational` has type `Real` (see [8.3.4.8.10](#)), because that is the available UML/MOF primitive type. However, only the rational-number subset of the real numbers can be represented using a finite literal. So the result of a `LiteralRational` is actually always classified in the KerML `DataType Rational`.

#### 8.4.4.9.3 Feature Reference Expressions

There is no specific specialization requirement for a `FeatureReferenceExpression`. However, the general `checkExpressionSpecialization` constraint (see [8.4.4.8](#)) requires that a `FeatureReferenceExpression` specialize `Performances::Evaluation` (see [9.2.6.2.3](#)). All other general semantic constraints for `Expressions` (see [8.4.4.8](#)) also apply to `FeatureReferenceExpressions`.

A `FeatureReferenceExpression` is parsed with a non-owning `Membership` relationship to its referent `Feature` (see [8.2.5.8.3](#)). The `checkFeatureReferenceExpressionBindingConnector` constraint then requires that there be a `BindingConnector` between this member `Feature` and the result parameter of the `FeatureReferenceExpression`. The `checkFeatureResultSpecialization` constraint further requires that the result parameter also subset the `Feature`. While this subsetting is technically implied by the semantics of the `BindingConnector` (see [8.4.4.6](#)), including the `Subsetting` relationship allows for simpler static type checking of the result of the `FeatureReferenceExpression`.

Given the above, a `FeatureReferenceExpression` whose referent is a `Feature f` is semantically equivalent to the `Expression`

```
expr subsets Performances::evaluations {
  alias for f;
  return result
    redefines Performances::Evaluation::result
    subsets f;
  member binding result = f;
}
```

A body `Expression` (see [8.2.5.8.3](#)) is parsed as a `FeatureReferenceExpression` that contains the `Expression` body as its *owned* referent. That is, a body `Expression` of the form

```
{ body }
```

is semantically equivalent to

```

expr subsets Performances::evaluations {
  expr e subsets Performances::evaluation { body }
  return result
    redefines Performances::Evaluation::result
    subsets e;
  binding result = e;
}

```

This means that the *result* of the Expression is the *Evaluation* of the body Expression itself, rather than the result of actually evaluating the body. If and when this *Evaluation* actually occurs can then be further constrained, e.g., within an invoked Function for which the body Expression is an argument (as done, for example, by *ControlFunctions* – see below).

#### 8.4.4.9.4 Invocation Expressions

An InvocationExpression of the form  $F(e_1, e_2, \dots)$ , where  $F$  is the name of a Function and  $e_1, e_2, \dots$  are argument Expressions, is parsed with a FeatureTyping relationship to  $F$  and input parameters that have FeatureValue relationships to the arguments (see 8.2.5.8.3). There is no specific specialization requirement for an InvocationExpression. However, the general semantic constraints for Expressions (see 8.4.4.8) also apply to InvocationExpressions. Thus, an InvocationExpression of this form is semantically equivalent to

```

expr : F subsets Performances::evaluations {
  in a redefines F::a = e1;
  in b redefines F::b = e2;
  ...
  return result redefines F::result;
}

```

If the named-argument notation  $F(a = e_1, b = e_2, \dots)$  is used, then the InvocationExpression parameters redefine the named parameters of  $F$ , regardless of order.

The semantic constraints for FeatureValues then require that each parameter is bound to the result of the corresponding expression (i.e.,  $a$  is bound to  $e_1.result$ , etc.). Thus, an InvocationExpression represents an Evaluation of the Function  $F$  with inputs corresponding to the results of evaluating the argument Expressions, producing result values in its *result* output parameter.

An InvocationExpression may also have the form  $T(e_1, e_2, \dots)$ , where the invoked Type  $T$  is *not* a Function. If  $T$  is a Behavior other than a Function, then the InvocationExpression performs the Behavior, but has a **null** (empty) result value. If  $T$  is a Type that is not a Behavior, then the InvocationExpression acts as a *constructor* for an instance of the Type  $T$ . In this case the checkInvocationExpressionBindingConnector constraint requires that the InvocationExpression have an owned BindingConnector between itself and its *result* parameter (inherited from *Performances::evaluations*) – that is, the InvocationExpression evaluates, as an Expression, to itself, as an instance of  $T$ . Any argument Expressions are bound to features of the type  $T$  in the same way as describe above for parameters, with undirected Features treated as implicit inputs.

```

expr e : T subsets Performances::evaluations {
  in a redefines T::a = e1;
  b redefines T::b = e2;
  ...
  return result : T redefines Performances::evaluation::result;
  binding result = e;
}

```

Note that, in this case, the derived function of the `InvocationExpression` will always be the `Performances::Evaluation`, the type of `Performances::evaluations`.

If the invoked Type *T* names a Feature, or is a Feature chain, the semantics are similar, except that the `InvocationExpression` has a Subsetting relationship with *T*, instead of a `FeatureTyping` relationship. If the Feature is typed by a Function, then the `InvocationExpression` is effectively treated as an invocation of that Function. If the Feature is not typed by a Function, but is typed by a Behavior, then the `InvocationExpression` is treated as an invocation of that Behavior with a `null` result. Otherwise, the `InvocationExpression` is treated as a construction of an instance of the non-Behavior type(s) of the the Feature.

See also [8.4.4.11](#) on the semantic requirements for binding default `FeatureValues` in `InvocationExpressions`.

#### 8.4.4.9.5 Operator Expressions

An `OperatorExpression` is an `InvocationExpression` in which the invoked Function is identified by an operator symbol. The `checkOperatorExpressionSpecialization` constraint requires that this Function be the resolution of the operator symbol as a name in one of the library Packages *BaseFunctions*, *DataFunctions* or *ControlFunctions*. The general semantic constraints for Expressions (see [8.4.4.9](#)) also apply to `OperatorExpressions`.

With the exception of operators for *ControlFunctions* (see below), the concrete syntax for `OperatorExpressions` (see [8.2.5.8.1](#)) is thus essentially just a special surface syntax for `InvocationExpressions` of the standard library Functions identified by their operator symbols. For example, a unary `OperatorExpression` such as

`not expr`

is equivalent to the `InvocationExpression`

`DataFunctions::'not' (expr)`

and a binary `OperatorExpression` such as

`expr_1 + expr_2`

is equivalent to the `InvocationExpression`

`DataFunctions::'+' (expr_1, expr_2)`

where these `InvocationExpressions` are then semantically interpreted as described above.

The + and – operators are the only operators that have both unary and binary usages. However, the corresponding library Functions have optional 0..1 multiplicity on their second parameters, so it is acceptable to simply not provide an input for the second argument when mapping the unary usages of these operators.

Functions in the library models *BaseFunctions* and *ScalarFunctions* are extensively specialized in other library models to constrain their parameter types (e.g., the Package *RealFunctions* constrains parameter types to be *Real*, etc.). The result values the evaluation of such a Function shall be determined by the most specialized of its subtypes that is consistent with the types of its the dynamics result values from evaluating its argument Expressions.



## Control Functions

Certain `OperatorExpressions` denote invocations of Functions in the *ControlFunctions* library model (see [9.4.17](#)) that have one or more parameters that are Expressions. In the concrete syntax for such `OperatorExpressions` (see [8.2.5.8.1](#)), the arguments corresponding to these parameters are parsed as if they were body Expressions (as described in [8.4.4.9.3](#)), so they can effectively be passed without being immediately evaluated.

The second and third arguments of the ternary conditional test operator **if** are for Expression parameters. Therefore, the notation for a conditional test `OperatorExpression` of the form

```
if expr_1 ? expr_2 else expr_3
```

is parsed as

```
ControlFunctions::'if' (expr_1, { expr_2 }, { expr_3 })
```

The second arguments of the binary conditional logical operators **and**, **or**, and **implies** are for Expression parameters. Therefore, the notation for a conditional logical `OperatorExpression` of the form

```
expr_1 and expr_2
```

is parsed as

```
ControlFunctions::'and' (expr_1, { expr_2 })
```

and similarly for **or** and **implies**.

A `FeatureChainExpression` is an `OperatorExpression` whose operator corresponds to the Function *ControlFunctions::'.'*. This Function has a single parameter called *source*, but this parameter has a nested Feature called *target*. A `FeatureChainExpression` is parsed with an argument Expression for the *source* parameter and, additionally, a non-parameter Membership for its *targetFeature*, which is an alias Membership if the *targetFeature* is not a chain and an *OwningMembership* if the *targetFeature* is a chain. The *checkFeatureChainExpressionTargetRedefinition* constraint requires that the *source* parameter of the `FeatureChainExpression` have a nested Feature that redefines *ControlFunctions::'.'::source::target*, and the *checkFeatureChainExpressionSourceTargetRedefinition* requires that this nested Feature also redefine the *targetFeature*.

Given the above, a `FeatureChainExpression` of the form

```
src.f
```

(where *src* is an Expression) semantically equivalent to the Expression

```
expr : ControlFunctions::'.' subsets Performances::evaluations {  
  feature redefines ControlFunctions::'.'::source = src {  
    feature redefines ControlFunctions::'.'::source::target  
      redefines f;  
  }  
  alias for f;  
}
```

A `FeatureChainExpression` whose *targetFeature* is a Feature chain, of the form

```
src.f.g.h
```

is semantically equivalent to the Expression

```
expr : ControlFunctions::'.' subsets Performances::evaluations {  
  feature redefines ControlFunctions::'.'::source = src {  
    feature redefines ControlFunctions::'.'::source::target  
      redefines tgt;  
  }  
  feature tgt chains f.g.h;  
}
```

The performance of the Function `'.'` then results in the effective chaining of the value of its `source` parameter (which will be the result of the argument Expression of the FeatureChainExpression) and the `source::target` Feature (which will be the targetFeature of the FeatureChainExpression).

#### 8.4.4.9.6 Metadata Access Expressions

The `checkMetadataAccessExpressionSpecialization` constraint requires that a `MetadataAccessExpression` specialize the Expression `Performances::metadataAccessEvaluations` (see [9.2.6.2.10](#)), which is typed by the Function `Performances::MetadataAccessEvaluation` (see [9.2.6.2.9](#)). The result parameter of `MetadataAccessEvaluation` is ordered and typed by `Metaobjects::Metaobject` (see [9.2.16.2.1](#)). The general semantic constraints for Expressions (see [8.4.4.9](#)) also apply to `MetadataAccessExpressions`.

A `MetadataAccessExpression` evaluates to an ordered set of `Metaobjects`, which are determined as follows:

- A `Metaobject` representing each `MetadataFeature` (see [8.3.4.12.3](#)) owned by the `referencedElement` of the `MetadataAccessExpression` that has the `referenceElement` as an `annotatedElement`, in the order that the `MetadataFeatures` appear in the model. Each of these `Metaobjects` is an instance of the metaclass of the corresponding `MetadataFeature`, with the features of each instance having values determined by evaluating the bound Expressions of the features in the `MetadataFeature` as model-level evaluable Expressions (see below).
- Followed by a `Metaobject` that is an instance of the Metaclass from the reflective `KerML` abstract syntax library model (see [9.2.17](#)) corresponding to the MOF metaclass of the `referencedElement` of the `MetadataAccessExpression`, with features having values corresponding to the values of the MOF properties for the `referencedElement`.

Note that every Metaclass is required to specialize `Metaobjects::Metaobject`, so the typing of the results of a `MetadataAccessExpression` is consistent.

For example, the `MetadataAccessExpression` `C.metadata` for the following `referencedElement`:

```
class C {  
  metadata M;  
}
```

would evaluate to two `Metaobjects`: an instance of the Metaclass `M` representing the `MetadataFeature` annotation on `C` and an instance of `KerML::Class` representing the `referencedElement` `C` itself.

#### 8.4.4.9.7 Model-Level Evaluable Expressions

A model-level evaluable Expression is an Expression that can be evaluated using metadata available within a model itself. This means that the evaluation rules for such an Expression can be defined entirely within the abstract syntax. A model-level evaluable Expression is evaluated on a given `target` Element (see [8.4.4.13](#) and

[8.4.4.14](#) for the targets used in the case of metadata values and filterConditions, respectively), using the `Expression::evaluate` operation, resulting in an ordered list of Elements. The rules for this operation are specified in the abstract syntax (see [8.3.4.8](#)) and are summarized below:

1. A `NullExpression` evaluates to the empty list.
2. A `LiteralExpression` evaluates to itself.
3. A `FeatureReferenceExpression` is evaluated by first determining a value Expression for the referent:
  - If the target Element is a Type that has a feature that is the referent or (directly or indirectly) redefines it, then use the value Expression of the `FeatureValue` for that feature (if any).
  - Else, if the referent has no featuringTypes, then use the value Expression of the `FeatureValue` for the referent (if any).
 Then:
  - If such a value Expression exists, the `FeatureReferenceExpression` evaluates to the result of evaluating that Expression on the target.
  - Else, if the referent is not an Expression, the `FeatureReferenceExpression` evaluates to the referent.
  - Else, the `FeatureReferenceExpression` evaluates to the empty list.
4. A `MetadataAccessExpression` evaluates to the ownedElements of the referencedFeature that are `MetadataFeatures` and have the referencedElement as an annotatedElement, plus a `MetadataFeature` whose annotatedElement is the referencedElement, whose metaclass is the reflective Metaclass in the *KerML* library model (see [9.2.17](#)) corresponding to the MOF class of the referencedElement, and whose ownedFeatures are bound to the values of the MOF properties of the referencedElement.
5. An `InvocationExpression` evaluates to an application of its function to argument values corresponding to the results of evaluating each of the argument Expressions of the `InvocationExpression`, with the correspondence as given below.

Every Element in the list resulting from a model-level evaluation of an Expression according to the above rules will be either a `LiteralExpression` or a Feature that is not an Expression. If each of these Elements is further evaluated according to its regular instance-level semantics, then the resulting list of instances will correspond to the result that would be obtained by evaluating the original Expression using its regular semantics on the referenced metadata of the target Element.

## 8.4.4.10 Interactions Semantics

*Abstract syntax reference:* [8.3.4.9](#)

### 8.4.4.10.1 Interactions

An Interaction is both an Association and a Behavior, and, therefore, the semantic constraints for both Associations (see [8.4.4.5](#)) and Behaviors (see [8.4.4.7](#)) apply. In particular, the `checkAssociationSpecialization` constraint requires that an Interaction specialize `Links::Link` (see [9.2.3.2.3](#)), or, if it is a binary Interaction (with exactly two end Features), the `checkAssociationBinarySpecialization` constraint requires that it specializes `Links::BinaryLink` (see [9.2.3.2.1](#)). And the `checkBehaviorSpecialization` constraint requires that it also specialize `Performances::Performance` (see [9.2.6.2.13](#)).

These constraints require an N-ary Interaction to have the form (with implied relationships included)

```
interaction I specializes Link::Link, Performances::Performance {
  end feature e1 subsets Links::Link::participant;
```

```

    end feature e2 subsets Links::Link::participant;
    ...
    end feature eN subsets Links::Link::participant;
}

```

with a binary Interaction having the form

```

interaction B specializes Links::BinaryLink, Performances::Performance {
    end feature e1 redefines Links::BinaryLink::source;
    end feature e2 redefines Links::BinaryLink::target;
}

```

The `checkFeatureEndRedefinition` and `checkFeatureParameterRefinition` constraints also apply to Interactions.

```

interaction I1 specializes Links::BinaryLink, Performances::Performance {
    in feature x1;
    out feature y1;

    end feature e1;
    end feature f1;
}
interaction I2 specializes I1 {
    in feature x2 redefines x1;
    out feature y2 redefines y1;

    end feature e2 redefines e1;
    end feature f2 redefines f1;
}

```

#### 8.4.4.10.2 Item Flows

An `ItemFlow` is both a `Connector` and a `Step` and, therefore, the semantic constraints for both `Connectors` (see [8.4.4.6](#)) and `Steps` (see [8.4.4.7](#)) also apply to `ItemFlows`. In addition, the `checkItemFlowSpecialization` constraint requires that `ItemFlows` specialize `Transfers::transfers` (see [9.2.7.2.11](#)). In addition, if the `ItemFlow` has `itemFlowEnds` (see below), then it must specialize `Transfers::flowTransfers` (see [9.2.7.2.4](#)).

The textual notation for an `ItemFlow`, of the form

```

flow of i : T from f1.f1_out to f2.f2_in;

```

is parsed with `i : T` as an `ItemFeature` and having two `ItemFlowEnds`, one referencing `f1` with an owned Feature redefining `f1_out` and one referencing `f2` with an owned Feature redefining `f2_in` (see [8.2.5.9.2](#)). An `ItemFlowFeature` is just a Feature owned by an `ItemFlow` that has the special semantic constraint `checkItemFeatureRedefinition` that requires that an `ItemFeature` redefine `Transfers::Transfer::item` (see [9.2.7.2.9](#)). An `ItemFlowEnd` is an end Feature owned by an `ItemFlow` that is required to have a single ownedFeature. The general `checkFeatureEndRedefinition` constraint (see [8.4.4.6](#)) requires that the two `ItemFlowEnds` of an `ItemFlow` redefine `Transfers::Transfer::source` and `Transfers::Transfer::target` (see [9.2.7.2.9](#)), respectively. The `checkFeatureItemFlowFeatureRedefinition` constraint then requires that the ownedFeatures of the `ItemFlowEnds` redefine `Transfer::source::sourceOutput` or `Transfer::target::targetInput`.

```

flow subsets Transfers::flowTransfers {
    // ItemFeature
    feature i : T redefines Transfers::Transfer::item;
}

```

```

// First ItemFlowEnd
end feature redefines Transfers::Transfer::source references f1 {
    feature redefines Transfers::Transfer::source::sourceOutput, f1_out;
}

// Second ItemFlowEnd
end feature references f2 redefines Transfers::Transfer::target {
    feature redefines Transfers::Transfer::target::targetInput, f2_in;
}
}

```

A SuccessionItemFlow is semantically the same, except that the `checkSuccessionItemFlowSpecialization` constraint requires that it specialize `Transfers::flowTransfersBefore` (see [9.2.7.2.3](#)).

#### 8.4.4.11 Feature Values Semantics

*Abstract syntax reference:* [8.3.4.10](#)

A `FeatureValue` is a kind of `OwningMembership` between a `Feature` and an `Expression`. Note that the `FeatureValue` relationship is *not* a `Featuring` relationship, so its `featureWithValue` (that is, its owning `Feature`) is *not* the `featuringType` of the the value `Expression`. Instead, the `checkExpressionFeaturingType` constraint requires that the value `Expression` have the same `featuringTypes` as the `featureWithValue`. Most commonly, if the `featureWithValue` is an `ownedFeature` of a `Type`, this means that the `Expression` will have that `Type` as its `featuringType`.

The `checkFeatureValuationSpecialization` constraint requires that, if the `featureWithValue` has no explicit `ownedSpecializations` and is not directed, then it subsets the `result` parameter of the value `Expression`. This reflects the semantics that the values of the `featureWithValue` is determined by the value `Expression`, giving the `featureWithValue` an implied typing that is useful for static type checking. On the other hand, if the `featureWithValue` has `ownedSpecializations` or is directed, then its static typing can be considered determined by its declaration excluding the `FeatureValue` (but including any implied `Specializations`), which should then be validated against the typing of the `result` of the value `Expression`.

If the `FeatureValue` has `isDefault` = `false`, the `checkFeatureValueBindingConnector` constraint requires that its `featureWithValue` have an `ownedMember` that is a `BindingConnector` between that `Feature` and the `result` parameter of the value `Expression` of the `FeatureValue`. In addition, if the `FeatureValue` has `isInitial` = `false`, then the `featuringTypes` of this `BindingConnector` must be the same as those of the `featureWithValue`. Most commonly, if the `featureWithValue` is an `ownedFeature` of a `Type`, then the `BindingConnector` will have that `Type` as its `featuringType`. Other general semantic constraints for `Connectors` (see [8.4.4.6](#)) also apply to the `BindingConnector` required for a `FeatureValue`.

Given the above, the textual notation for a `FeatureValue` with `isDefault` = `false` and `isInitial` = `false`, of the form

```

type T {
    feature f = expr;
}

```

is semantically equivalent to

```

type T {
    feature f {
        member expr e featured by T { ... }
        member binding f = e.result featured by T;
    }
}

```

```

    }
}

```

where  $e$  is the semantic interpretation of  $expr$  as described in [8.4.4.9](#).

If a `FeatureValue` has `isDefault = false` but `isInitial = true`, then the `checkFeatureValueBindingConnector` constraint requires different `featuringTypes` for the `BindingConnector` than when `isInitial = false`. In this case, the `BindingConnector` must be featured by the `startShot` (see [9.2.4.2.13](#)) of the `that` reference of its owning `featureWithValue` (see [9.2.2.2.7](#)). Note that this is only possible if the `featureWithValue` is featured by a `Class` (see also [8.4.4.3](#) on the semantics of `Classes`). Most commonly, if the `featureWithValue` is an owned `Feature` of a `Class` or a `Feature` typed by a `Class`, then the `BindingConnector` will have the `startShot` of that `Class` as its `featuringType`, meaning that the binding only applies initially, that is, at the very start of an *Occurrence* that is an instance of the `Class`.

Thus, the textual notation for a `FeatureValue` with `isDefault = false` and `isInitial = true`, of the form

```

class C {
    feature f := expr;
}

```

is semantically equivalent to

```

class C {
    feature f {
        member expr e featured by C { ... }
        member binding f = e.result featured by that.startShot;
    }
}

```

(note that the `that` is considered to be implicitly typed by *Occurrence* in this case).

If a `FeatureValue` has `isDefault = true`, then no `BindingConnector` is required for the `featureWithValue` at its point of declaration. Instead, the `checkInvocationExpressionDefaultValueBindingConnector` constraint requires that an `InvocationExpression` own a `BindingConnector` between the `featureWithValue` and `value Expression` of any `FeatureValue` that is the effective default value for a `Feature` of the invoked `Type` of the `InvocationExpression`, where *effective default value* is defined as follows:

- If the `Feature` has an owned `FeatureValue` with `isDefault = true`, then this is its effective default value.
- If the `Feature` does not have an owned `FeatureValue`, but the set of effective default values of the `Features` it redefines has a single unique member, then this is the effective default value of the original `Feature`.
- Otherwise the `Feature` does not have an effective default value.

For example, given the `Type` declaration

```

type T {
    feature f default = e;
}

```

a binding for  $f$  is included for the invocation  $T()$ , which is then semantically equivalent to

```

expr : T {
    binding f = f::e.result;
}

```

where  $f::e.result$  is the result of the value Expression from the default FeatureValue. On the other hand, for the invocation  $T(f = 1)$ , the Feature  $f$  will be bound to 1 rather than the FeatureValue default. A similar construction applies for FeatureValues with `isDefault = true` and `isInitial = true`. (See also [8.4.4.9](#) on the general semantics of InvocationExpressions.)

#### 8.4.4.12 Multiplicities Semantics

*Abstract syntax reference:* [8.3.4.11](#)

##### 8.4.4.12.1 Multiplicities

A Multiplicity is a kind of Feature, so the general semantics of Features (see [8.4.3.4](#) also apply to a Multiplicity. In addition, the `checkMultiplicitySpecialization` constraint requires that a Multiplicity specialize the Feature `Base::natural` (see [9.2.2.2.5](#)), which is typed by the `DataType ScalarValues::Natural` (see [9.3.2.2.4](#)). This constraint effectively requires that the co-domain of a Multiplicity be a subset of the natural numbers, which can be specified by reference to a library Multiplicity (such as `Base:exactlyOne` or `Base::oneToMany`) or using a `MultiplicityRange` from the Kernel layer (see [8.4.4.12.2](#)).

The `validateTypeOwnedMultiplicity` constraint requires that a Type have at most one `ownedMember` that is a Multiplicity. If a Type has such an owned Multiplicity, then it is the `typeWithMultiplicity` of that Multiplicity. The value of the Multiplicity is then the *cardinality* of its `typeWithMultiplicity` and, therefore, the type (co-domain) of the Multiplicity restricts that cardinality. The cardinality of a Type is defined generally as follows:

- For a Classifier, the cardinality is the number of basic instances of the Classifier, that is, those instances that represent the things classified by the Classifier and are not instances of any subtype of the Classifier that is a Feature.
- For a Feature, the cardinality is the number of values of the Feature for any specific featuring instance (where duplicate features are included in the count, if the Feature is non-unique).

However, there are special rules for the semantics of Multiplicity for end Features (see [8.4.4.5](#)).

The `checkMultiplicityTypeFeaturing` constraint requires that a Multiplicity with a Feature as its `owningNamespace` have the same `featuringTypes` (domain) as that Feature, and, otherwise, have no `featuringTypes`. In particular, a Multiplicity is owned by a Feature that has an `owningType`, then the `featuringType` of the Multiplicity is the `owningType` of its owning Feature. This means that the Multiplicity has a value for each instance of the `featuringType` that is the cardinality of the instances of its owning Feature that are featured by that same instance of the `featuringType`.

```

classifier C1 {
    feature f {
        // Implied TypeFeaturing by C2.
        // Gives the cardinality of the values of f for each
        // instance of C2 (which is constrained to be 1).
        multiplicity subsets Base::exactlyOne;
    }
}

```

If a Type does not have an owned `Multiplicity`, but has ownedSpecializations, then its cardinality is constrained by the `Multiplicities` for all of the general Types of those ownedSpecializations (i.e., its direct supertypes). In practice, this means that the effective `Multiplicity` of the Type is the most restrictive `Multiplicity` of its direct supertypes.

```

classifier C2 {
  feature f {
    multiplicity subsets Base::exactlyOne;
  }
  feature g {
    multiplicity subsets Base::oneToMany;
  }

  // The multiplicities exactlyOne and oneToMany both apply
  // to h, which means that, effectively, it has a multiplicity
  // of exactlyOne.
  feature h subsets f,g;
}

```

#### 8.4.4.12.2 Multiplicity Ranges

A `MultiplicityRange` is a `Multiplicity` whose co-domain is given as an inclusive range of values of the type *Natural*. It thus constrains the cardinality of its `typeWithMultiplicity` to be within this range. A `MultiplicityRange` of the form

```
[expr_1.. expr_2]
```

represents the range of values that are greater than or equal to the result of the `Expression` *expr\_1* and less than or equal to the result of the `Expression` *expr\_2*. Note that all other *Natural* values are less than the value of `*`, representing positive infinity, so the `MultiplicityRange` `[0..*]` is the range of all values of *Natural* (that is, no restriction on cardinality).

A `MultiplicityRange` having only a single expression:

```
[expr]
```

is interpreted in one of the following ways:

- If *expr* evaluates to `*`, then it is equivalent to the range `[0..*]` (i.e., the entire extent of *Natural*).
- Otherwise, it is equivalent to `[expr..expr]` (that is, the cardinality is restricted to the single value given by the result of *expr*).

**Note.** The KerML textual notation grammar only allows `LiteralExpressions` and `FeatureReferenceExpressions` as the bound `Expressions` in a `MultiplicityRange` (see [8.2.5.11](#)). However, the abstract syntax allows arbitrary `Expressions` (see [8.3.4.11](#)).

The `checkMultiplicityRangeExpressionTypeFeaturing` constraint requires that the bound `Expressions` of a `MultiplicityRange` have the same `featuringTypes` as the `MultiplicityRange`. The `featuringTypes` of a `MultiplicityRange` are determined by the `checkMultiplicityTypeFeaturing` constraint ([8.4.4.12.1](#)). If the `MultiplicityRange` has an `owningNamespace` that is not a `Feature`, then it has no `featuringTypes`, so its domain is implicitly `Base::Anything`, and its bound `Expressions` can only reference other `Features` in that context.

```

package P {
  // Implicitly featured by Anything.
}

```



```

feature n : ScalarValues::Natural;
classifier C3 {
  // An ownedMember, not an ownedFeature.
  // Implicitly featured by Anything.
  // Implied Subsetting of Base::naturals.
  multiplicity [P::n];
}

```

If the `MultiplicityRange` has an `owningNamespace` that is a `Feature`, then it is required to have `featuringTypes` that are the same as the `owning Feature`. In particular, if its `owning Feature` has an `owningType`, then the `featuringType` of the `MultiplicityRange` (and its bound `Expressions`) is the `owningType` of its `owning Feature`.

```

classifier C4 {
  feature n : ScalarValues::Natural;
  feature m : Member {
    // Implied TypeFeaturing by C4.
    // Implied Subsetting of Base::naturals.
    multiplicity [1..C4::n];
  }
}

```

#### 8.4.4.13 Metadata Semantics

*Abstract syntax reference:* [8.3.4.12](#)

##### 8.4.4.13.1 Metaclasses

The `checkMetaclassSpecialization` constraint requires that `Metaclasses` specialize the base `Metaclass` `Metaobjects::Metaobject` (see [9.2.16.2.1](#)). A `Metaclass` is a kind of `Structure` (see [8.4.4.4](#)), but its instances are `Metaobjects` that are part of the structure of a model itself, rather than as an instance in the system represented by the model. The *KerML* library model is a reflective model of the MOF abstract syntax for KerML, containing one *KerML* `Metaclass` corresponding to each MOF metaclass in the abstract syntax model (see [9.2.17](#) for more details on the relationship between the *KerML* model and the abstract syntax).

##### 8.4.4.13.2 Metadata Features

A `MetadataFeature` is both a `Feature` typed by a `Metaclass` and an `AnnotatingElement` that annotates other `Elements` in a model. The `checkMetadataFeatureSpecialization` requires that `MetadataFeatures` specialize the `Feature` `Metaobjects::metaobjects` (see [9.2.16.2.2](#)). At a meta-level, a `MetadataFeature` can be treated as if the reflective `Metaclasses` of its `annotatedElements` were its `featuringTypes`. In this case, the `MetadataFeature` defines a map from its `annotatedElements`, as instances of their `Metaclasses`, to a single instance of the `metaclass` of the `MetadataFeature`.

Further, a model-level evaluable `Expression` is an `Expression` that can be evaluated using metadata available within a model itself (see [8.4.4.9](#)). If a model-level evaluable `Expression` is evaluated on such metadata according to the regular semantics of `Expressions`, then the result will correspond to the static evaluation of the `Expression` within the model. Therefore, if a `MetadataFeature` is instantiated as above, the binding of its features to the results of evaluating the model-level evaluable value `Expressions` of its `FeatureValues` can be interpreted according to the regular semantics of `FeatureValues` (see [8.4.4.11](#)) and `BindingConnectors` (see [8.4.4.6](#)).

When a value Expression is model-level evaluated (as described in [8.4.4.9](#)), its target is the MetadataFeature that owns the featureWithValue. This means that the value Expression for a nested Feature of a MetadataFeature may reference other Features of the MetadataFeature, as well as Features with no featuringTypes or Anything as a featuringType.

#### 8.4.4.13.3 Semantic Metadata

A *semantic* MetadataFeature is one that directly or indirectly specializes *Metaobjects::SemanticMetadata* (see [9.2.16.2.3](#)). It is used to introduce a user-defined specialization constraint on the Type annotated by the MetadataFeature. *SemanticMetadata* has the Feature *baseType* typed by the reflective Metaclass *KerML::Type* (see [9.2.17](#)) that is redefined by a semantic MetadataFeature. The target of the effective specialization constraint defined by a semantic MetadataFeature is determined by the value Expression bound to its *baseType* Feature using a FeatureValue (see [8.4.4.11](#)), which is evaluated as a model-level evaluable Expression (see [8.4.4.9](#)).

Specifically, for each semantic MetadataFeature annotating a Type, the *checkMetadataFeatureSemanticSpecialization* constraint requires that the annotated Type directly or indirectly specialize the Type bound to the *baseType* of the MetadataFeature, *unless* the annotated Type is a Classifier and the *baseType* is a Feature. For the case when the Type is a Classifier and the *baseType* is a Feature, the constraint requires that the annotated Classifier directly or indirectly specialize each type of the *baseType* Feature.

#### 8.4.4.14 Packages Semantics

*Abstract syntax reference:* [8.3.4.13](#)

Packages do not have instance-level semantics (they do not affect instances).

The filterConditions of a Package are model-level evaluable Expressions that are evaluated as described in [8.4.4.9](#). All filterConditions are checked against every Membership that would otherwise be imported into the Package if it had no filterConditions. A Membership shall be imported into the Package if and only if every filterCondition evaluates to true either with no target Element, or with any MetadataFeature of the memberElement of the Membership as the target Element.

# 9 Model Libraries

## 9.1 Model Libraries Overview

A *model library* is a collection of library models that can be reused across many user models. KerML includes three standard model libraries: the Semantic Library (see [9.2](#)), the Data Type Library (see [9.3](#)), and the Function Library (see [9.4](#)). Each library model in these standard model libraries consists of a single root namespace with one top-level element that is a standard library package, with no subpackages. All of these library models are described for reference in subclauses of this clause.

The normative machine-readable representation for each of these model libraries is a project interchange file, formatted according to the standard for KerML model interchange given in [Clause 10](#). Each library model is packaged as a model interchange file in the project interchange file for its corresponding model library. Regardless of whether such a library model is interchanged in textual notation, XMI or JSON format, the `elementId` for any `Element` in the library model that has a non-null `qualifiedName` shall be a name-based (version 5, using SHA-1) UUID (see [UUID, 14.3]), which are constructed from a *name space identifier* and a *name* determined as follows:

- For the top-level standard library package:
  - *name space identifier* shall be the `Namespace_URL` UUID, as given in [UUID, D.9] (which is 6ba7b812-9dad-11d1-80b4-00c04fd430c8).
  - *name* shall be the URL constructed by prepending `https://www.omg.org/KerML/` to the name of the package, converted to bytes using a UTF-8 encoding (see [ISO10646, Annex D]).
- For any element directly or indirectly contained in the top-level standard library package (for which that package will be the `libraryNamespace`):
  - *name space identifier* shall be the UUID of the top-level standard library package (as determined above).
  - *name* shall be the `qualifiedName` of the element, converted to bytes using a UTF-8 encoding (see [ISO10646, Annex D]).

The `elementIds` constructed as given above shall be normative across all forms of interchange of the library models and shall remain stable for future versions of the library models, though future revisions of this specification may deprecate certain existing `Elements` and their names, or introduce new `Elements` with new names and hence UUIDs that are distinct (with a high probability). However, the `elementIds` for library `Elements` for which the `qualifiedName` is null are *not* determined by this specification, and representations of the models with different `elementIds` for these `Elements` (such as may happen when parsing the textual representation of a library model) are still considered conformant to the specification.

## 9.2 Semantic Library

### 9.2.1 Semantic Library Overview

The Semantic Library is a collection of KerML models that are part of the semantics of the metamodel (see [Clause 8](#)). They are reused when constructing KerML user models (instantiating the abstract syntax), as specified by constraints and semantics of metaelements, such as `Types` being required to specialize *Anything* from the library and `Behaviors` specializing *Performance* (see [8.4](#)). The library can be specialized for particular applications, such as systems modeling.

The Semantic Library contains a set of packages, one for each library model, as described in a subsequent subclauses. The following are the major areas covered in the Semantic Library.

1. The *Base* library model (see [9.2.2](#)) begins the `Specialization` hierarchy for all KerML `Types`, including the most general `Classifier` *Anything* and the most general `Feature` *things*. It also

contains the most general `DataType` *DataValue* and its corresponding `Feature` *dataValues*. The *Links* library model (see [9.2.3](#)) specializes *Base* to provide the semantics for Associations between things.

2. The *Occurrences* library model (see [9.2.4](#)) introduces *Occurrence*, the most general `Class` of things that exist or happen in time and space, as well as the basic temporal Associations between them. The *Objects* library model (see [9.2.5](#)) specializes *Occurrences* to provide a model of *Objects* and *LinkObjects*, giving semantics to *Structures* and *AssociationStructures*, respectively. The *Performances* library model (see [9.2.6](#)) specializes *Occurrences* to provide a model of *Performances* and *Evaluations*, giving semantics to *Behaviors* and *Expressions*, respectively. Temporal associations can be used by *Successions* to specify the order in which *Performances* are carried out during other *Performances*, or when *Objects* exist in relation to each other, or combinations involving *Performances* and *Objects*. The *Transfers* library model (see [9.2.7](#)) models asynchronous flow of items between *Occurrences*, giving semantics to *Interactions* and *ItemFlows*. The *FeatureAccessPerformances* library model (see [9.2.8](#)) defines specialized *Performances* for access and modifying the values of features at specific points in time.
3. The *ControlPerformances*, *TransitionPerformances* and *StatePerformances* library models (see [9.2.9](#), [9.2.10](#), and [9.2.11](#)) provide for coordination of multiple *Performances* to carry out some task by using them as `types` of *Steps* in an overall containing *Behavior*. KerML does not provide syntax specific to these library elements (e.g., KerML does not have any "control node" or "state machine" syntax), though it is expected that other languages built on KerML, and using these library models, can add syntax as needed by their applications.

## 9.2.2 Base

### 9.2.2.1 Base Overview

This library model begins the Specialization hierarchy for all KerML Types (see [8.3.3.1](#) and [8.4.3.2](#)), starting with the most general Classifier *Anything*, the `type` of the most general `Feature` *things*, which classify everything in the modeled universe and the relations between them, respectively. Being the most general library elements for their metaclasses means all Classifiers and Features in models, including in libraries, specialize them, respectively. They are specialized into most general `DataType` *DataValue*, the `type` of *dataValues*, the most general `Feature` typed by `DataTypes`, respectively (see [8.3.4.1](#)). *DataValues* are *Anything* that can only be distinguished by how they are related to other things (via Features and Associations). These are further specialized into *Natural* and *naturals*, respectively, an extension for mathematical natural numbers (integers zero and greater) extended with a number greater than all the integers ("infinity"), but treated like one, notated as \* (see [9.3.2.1](#)). The `Feature` *self* of *Anything* relates each thing in the universe to itself only (see *SelfLinks* in [9.2.3.1](#)).

### 9.2.2.2 Elements

#### 9.2.2.2.1 Anything

##### Element

Classifier

##### Description

Anything is the most general Classifier (M1 instance of M2 Classifier). All other M1 elements (in libraries or user models) specialize it (directly or indirectly). Anything is the `type` for *things*, the most general `Feature`. Since `FeatureTyping` is a kind of Generalization, this means that Anything is also a generalization of *things*.

##### General Types

None.

## Features

`self` : Anything {subsets selfSameLife}

The source of a SelfLink of this thing to itself. `self` is thus a feature that relates everything to itself. It is also the value of the nested `that` feature of all other things featured by this thing.

## Constraints

None.

### 9.2.2.2.2 DataValue

#### Element

DataType

#### Description

A DataValue is Anything that can only be distinguished by how it is related to other things (via Features). DataValue is the most general Datatype (M1 instance of M2 Datatype). All other M1 Datatypes (in libraries or user models) specialize it (directly or indirectly).

#### General Types

Anything

#### Features

None.

#### Constraints

None.

### 9.2.2.2.3 dataValues

#### Element

Feature

#### Description

`dataValues` is a specialization of `things` restricted to type DataValue. All other Features typed by DataValue or its specializations (in libraries or user models) specialize it (directly or indirectly).

#### General Types

DataValue  
things

#### Features

None.

## Constraints

None.

### 9.2.2.2.4 exactlyOne

## Element

MultiplicityRange

## Description

*exactlyOne* is a `MultiplicityRange` requiring a cardinality of exactly one.

## General Types

naturals

## Features

None.

## Constraints

None.

### 9.2.2.2.5 naturals

## Element

Feature

## Description

## General Types

Natural  
`dataValues`

## Features

None.

## Constraints

None.

### 9.2.2.2.6 oneToMany

## Element

MultiplicityRange

## Description

*oneToMany* is a `MultiplicityRange` requiring a cardinality of one or more.

### General Types

naturals

### Features

None.

### Constraints

None.

## 9.2.2.2.7 things

### Element

Feature

### Description

*things* is the most general Feature (M1 instance of M2 Feature). All other Features (in libraries or user models) specialize it (subset or redefine, directly or indirectly). It is typed by `Anything`.

*things* has multiplicity lower bound 1 because, for any featuring instance, it includes at least that instance as the value of `Anything::self`.

### General Types

`Anything`

### Features

*that* : `Anything`

For each value of *things*, the "featuring instance" of that value. Formally, for any sequence *s* classified by *things*, the *that* includes a sequence whose prefix is *s*, followed by the second-to-last element of *s*. This is enforced by declaring `Anything::self` to be the chaining of *things*.*that*, restricting *that* to the single value of *self* for all *things*.

### Constraints

None.

## 9.2.2.2.8 zeroOrOne

### Element

`MultiplicityRange`

### Description

*zeroOrOne* is a `MultiplicityRange` requiring a cardinality of zero or one.

## General Types

naturals

## Features

None.

## Constraints

None.

### 9.2.2.2.9 zeroToMany

## Element

MultiplicityRange

## Description

*zeroToMany* is a *MultiplicityRange* requiring a cardinality of zero or more.

## General Types

naturals

## Features

None.

## Constraints

None.

## 9.2.3 Links

### 9.2.3.1 Links Overview

This library model introduces the most general Association *Link*, the type of *links*, the most general Feature typed by Associations (see [8.3.4.4](#) and [8.4.4.5](#)). The *participant* Feature of *Link* is the most general *associationEnd*, identifying the things being linked by (at the "ends" of) each *Link* (exactly one thing per end, which might be the same things). *Link* is specialized into *BinaryLink*, the most general Association with exactly two *associationEnds*, *source* and *target*, which subset *participant* and identify the two things linked, which might be the same thing. *BinaryLink* is the type of *binaryLinks*, the most general Feature typed by binary Associations. They are specialized into *SelfLink* and *selfLinks*, respectively, for links that have the same thing on both ends, identified by *thisThing* and *thatThing*, redefining *source* and *target*, respectively. These are used by *BindingConnectors* to specify that Features have the same values (see [7.4.6.3](#)). *SelfLinks* are not in time or space (they are not Occurrences, see [9.2.4](#)).

### 9.2.3.2 Elements

#### 9.2.3.2.1 BinaryLink

## Element



Association

### **Description**

BinaryLink is a Link with exactly two participant Features ("binary" Association). All other binary associations (in libraries or user models) specialize it (directly or indirectly).

### **General Types**

Link

### **Features**

participant : Anything {redefines participant, ordered, nonunique}

The participants of this BinaryLink, which are restricted to be exactly two.

source : Anything {subsets participant}

The participant that is the source of this BinaryLink.

target : Anything {subsets participant}

The participant that is the target of this BinaryLink.

toSources : Anything [0..\*]

The end Feature of this BinaryLink corresponding to the sourceParticipant.

toTargets : Anything [0..\*]

The end Feature of this BinaryLink corresponding to the targetParticipant.

### **Constraints**

None.

## **9.2.3.2.2 binaryLinks**

### **Element**

Feature

### **Description**

binaryLinks is a specialization of links restricted to type BinaryLink. All other Features typed by BinaryLink or its specializations (in libraries or user models) specialize it (directly or indirectly).

### **General Types**

links

BinaryLink

### **Features**

[no name] : Anything

[no name] : Anything

### **Constraints**

None.

### **9.2.3.2.3 Link**

#### **Element**

Association

#### **Description**

Link is the most general Association (M1 instance of M2 Association). All other Associations (in libraries or user models) specialize it (directly or indirectly). Specializations of Link are domains of Features subsetting Link::participants, exactly as many as associationEnds of the Association classifying it, each with multiplicity 1. Values of Link::participants on specialized Links must be a value of at least one of its subsetting Features.

#### **General Types**

Anything

#### **Features**

participant : Anything [2..\*] {ordered, nonunique}

The participants that are associated by this Link.

#### **Constraints**

None.

### **9.2.3.2.4 links**

#### **Element**

Feature

#### **Description**

links is a specialization of things restricted to type Link. It is the most general feature typed by Link. All other Features typed by Link or its specializations (in libraries or user models) specialize it (directly or indirectly).

#### **General Types**

Link

things

#### **Features**

None.

## Constraints

None.

### 9.2.3.2.5 SelfLink

#### Element

Association

#### Description

SelfLink is a BinaryLink where the sourceParticipant and targetParticipant are the same. All other BinaryLinks where this is the case specialize it (directly or indirectly).

#### General Types

BinaryLink  
SelfSameLifeLink

#### Features

sameThing : Anything {subsets thisThing, redefines source}

The source participant of this SelfLink, which must be the same as the target participant.

self2 : Anything {subsets myselfSameLife}

The target end of a SelfLink.

thisThing : Anything {subsets sameThing, redefines target}

The target participant of this SelfLink, which must be the same as the source participant.

## Constraints

None.

### 9.2.3.2.6 selfLinks

#### Element

Feature

#### Description

selfLinks is a specialization of binaryLinks restricted to type SelfLink. It is the most general BindingConnector. All other BindingConnectors (in libraries or user models) specialize it (directly or indirectly).

#### General Types

SelfLink  
binaryLinks

#### Features

[no name] : Anything

[no name] : Anything

## Constraints

None.

## 9.2.4 Occurrences

### 9.2.4.1 Occurrences Overview

#### Occurrences

This library adds a model of things existing in time and space, starting with *Occurrence*, the most general Class (see [8.3.4.2](#)), which classifies *Anything* that takes up time and space, and *occurrences*, the most general Feature typed by Classes. *Occurrences* can take up the same or overlapping time and space when they represent different things happening or existing in it. For example, the time and space taken by a room might have air moving in it, as well as light, radio waves, and so on.

*Occurrences* divide into *Objects* and *Performances* (see [9.2.5.1](#) and [9.2.6.1](#), respectively), corresponding to Classes dividing into Structures and Behaviors (see [7.4.4](#) and [7.4.7.1](#), respectively). This subclause covers what is in common between *Objects* and *Performances*.

#### Temporal and Spatial Associations

*Occurrences* can be completely separated in time or space, or both, as indicated by these specialized *Links*:

- *HappensBefore Links* between *Occurrences* indicate they are completely separate in time, with one happening or existing completely before another. The *predecessors* and *successors* of *Occurrences* are those that *HappenBefore* them and after them (those that they *HappenBefore*), respectively. *HappensJustBefore Links* are *HappensBefore Links* between *Occurrences* where there is no possibility of other *Occurrences* happening or existing in the time between them. The *immediatePredecessors* and *immediateSuccessors* of *Occurrences* are those that *HappenJustBefore* them and just after them (those that they *HappenJustBefore*), respectively. *Occurrences* separated in time are not necessarily separated in space.
- *OutsideOf Links* between *Occurrences* indicate they are completely separate in space, without specifying their relative positions (such as above or to the left). The *outsideOccurrences* of *Occurrences* are those that exist *OutsideOf* them. *JustOutsideOf Links* are *OutsideOf Links* between *Occurrences* where there is no possibility of other *Occurrences* happening or existing in the space between at least some of their *spaceBoundaries*, see space boundaries below. The *justOutsideOccurrences* of *Occurrences* are those that exist *JustOutsideOf* them. *Occurrences* separated in space are not necessarily separated in time.

*Without Links* between *Occurrences* are provided as a convenience to indicate one *HappenBefore* another or is *OutsideOf* the other or both (they do not overlap at all in space-time), with the *withoutOccurrences* of an *Occurrence* being the ones that are *Without* it.

*Occurrences* can completely overlap others in time or space, or both, as indicated by these specialized *Links*:

- *HappensDuring Links* between *Occurrences* indicate one happens or exists completely within the time taken by another, with the *timeEnclosedOccurrences* of an *Occurrence* being the ones that *HappenDuring* it. *Occurrences* overlapping in time do not necessarily overlap in space.

- *InsideOf* Links between *Occurrences* indicate one happens or exists completely within the space taken by another, with the *spaceEnclosedOccurrences* of an *Occurrence* being the ones that *InsideOf* it. *Occurrences* overlapping in space do not necessarily overlap in time.

*Within* Links between *Occurrences* are provided as a convenience to indicate one *HappensDuring* another and is *InsideOf* that other (one is completely overlapped by the other in space-time), with the *spaceTimeEnclosedOccurrences* of an *Occurrence* being the ones that are *Within* it.

*Occurrences* cannot be linked by both *HappensBefore* and *HappensDuring*, *OutsideOf* and *InsideOf*, or *Within* and *Without*. They also cannot *HappenBefore* or be *OutsideOf* or *Without* themselves, but always *HappenDuring* and are *InsideOf* and *Within* themselves. When an *Occurrence* *HappensBefore* another, all *Occurrences* that *HappenDuring* the earlier one (including itself) also *HappenBefore* those that *HappenDuring* the later one (including itself).

*Occurrences* that *HappenDuring* each other both ways (circularly) happen or exist at the same time, which is provided for convenience by *HappensWhile*, a specialization of *HappenDuring*, with the *timeCoincidentOccurrences* of an *Occurrence* being the ones that *HappenWhile* it. *Occurrences* that are *InsideOf* each other both ways occupy exactly the same space, even though they might happen or exist at separate times. *Occurrences* that are *Within* each other both ways happen at exactly the same time and occupy exactly the same space, which is provided for convenience by *WithinBoth*, a specialization of *Within*, with the *spaceTimeCoincidentOccurrences* of an *Occurrence* being the ones that are *WithinBoth* it.

The *Links* above to do not take up time or space, they are temporal and spatial relations between things that do (they are disjoint with *LinkObject*, see [9.2.5.1](#)).

## Other Time-Space Relations

The time and space taken by an *Occurrence* can be related in three ways to the time and space taken by others, identified by the Features below. An *Occurrence* with values for these Features takes the same time and space as

- *unionOf*: taken by all the other *Occurrences* together.
- *intersectionOf*: is common to all the other *Occurrences*.
- *differencesOf*: the first other *Occurrence* that is not taken by the rest.

The values of the above Features are *Sets* of *Occurrences* to enable the time and space of an *Occurrence* to be specified in multiple ways, with each set taken as a complete specification of the time and space taken by the *Occurrence*.

## Portions

It is useful to consider *Occurrences* during only some of the time and space they take up, which are other *Occurrences* identified as *portions* (the most general portion Feature, see [9.2.4.2.13](#) and [8.3.3.3](#)). These are the same "thing" as their larger *Occurrences*, just considered for a potentially smaller period of time and region in space. They must be classified the same way as the *Occurrences* they are *portionsOf*, or more specialized.

*Occurrences* are always *portionsOf* themselves. *Occurrences* that are only *portionsOf* of themselves are *Lives* (classified by the library Class *Life*). *Lives* take up the entire time and space of a thing that happens or exists. *Occurrences* have the same *Life* as those they are *portionsOf*, identified by *portionOfLife*. This means following *portionsOf* repeatedly will always reach a single *Life*, even though some *Occurrences* along the way might be *portionsOf* of more than one other *Occurrence*.

*SelfSameLifeLinks* include *SelfLinks* (*Links* between each thing and itself, see [9.2.3.1](#)), as well as *Links* between *Occurrences* that are *portionsOf* the same *Life* (have the same *portionOfLife*).

## Time and Space Slices

Time slices are *portions* that include all the space of their larger *Occurrences* within a potentially smaller period of time than the whole *Occurrence*, identified as *timeSlices* of the *Occurrences* they are *portionsOf*. Time slices might have Feature values and *Links* to other things peculiar to their smaller period of time. *Occurrences* are always *timeSlicesOf* themselves. The *snapShots* of *Occurrences* are *timeSlices* that take no time. The earliest *snapshot* of an *Occurrence* is its *startShot*, the latest is its *endShot*. All the others happen during its *middleTimeSlice*. *Occurrences* with a *startShot* the same as their *endShot* take no time, have no *middleTimeSlice*, and vice-versa.

Space slices are *portions* that include all the space of their larger *Occurrences*, but not necessary all their time, identified as *spaceSlices* of the *Occurrences* they are *portionsOf*. Space slices might have Feature values and *Links* to other things peculiar to their smaller region in space. *Occurrences* are always *spaceSlicesOf* themselves. The *spaceShots* of *Occurrences* are *spaceSlices* that have a lower *innerSpaceDimension* than the *Occurrences* they are *spaceSlicesOf*, which is the number of variables needed to identify any space point occupied by an *Occurrence*, without regard to higher dimensional spaces in which it might be embedded. For example, the *innerSpaceDimension* of a *Curve* is 1 (see [9.2.5.1](#)), because points on it can be identified by the distance from one end, even if the curve bends in two or three dimensions. A *Curve* can be a *spaceShot* of a *Surface* or *Body*, which have *innerSpaceDimension* of 2 and 3, respectively. The *spaceSlices* of an *Occurrence* that are not *spaceShots* must have the same *innerSpaceDimension* as the *Occurrence*. How much an *Occurrence* bends in higher dimensions is its *outerSpaceDimension* (see [9.2.5.1](#)). For example, the *outerSpaceDimension* of a planar curve is 2 or 1 (*Line*), while it is 3 for non-planar.

## Space Boundaries and Interiors

The *spaceSlices* of each *Occurrence* are divided into a *spaceBoundary*, which is a *spaceShot*, and a *spaceInterior*, which is a *spaceSlice* that is not a *spaceShot* (has the same *innerSpaceDimension* as the *Occurrence*). They are *JustOutsideOf* each other and union (see below) to the entire *Occurrence*. Space boundaries cannot have a *spaceBoundary*, which means they also cannot have a *spaceInterior*, indicated by *isClosed*=true. For example, a ball has a sphere as its *spaceBoundary*, but the sphere *isClosed*.

A *spaceBoundary* might have *spaceSlices* that are also closed and have the same *innerSpaceDimension* as the *spaceBoundary* (not among its *spaceShots*). In some cases one of these *spaceSlices* surrounds the others, identified as the *outer*, a nested feature of *spaceBoundary*, and the others as the *inner* ones. This means the *outer* one can be taken as the *spaceBoundary* of another *Occurrence* with a *spaceInterior* that completely includes the *innners*. The *inner spaceBoundaries* can also be taken as *spaceBoundaries* of their own *Occurrences*, the *spaceInteriors* of which are identified as the *innerSpaceOccurrences* ("holes") of the *Occurrence* having the *spaceBoundary*. These two cases are covered by *SurroundedBy Links* between *Occurrences*, with the *surroundedByOccurrences* of an *Occurrence* being the ones they are *SurroundedBy*.

*MatesWith Links* are *JustOutsideOf Links* between *Occurrences* indicating that they union (see below) to an *Occurrence* with a *spaceBoundary* but no *spaceInterior*. This means there is no possibility of other *Occurrences* happening or existing in the space between them. *JustOutsideOf Links* additionally include those between *Occurrences* where only some of their *spaceSlices* (of their *spaceBoundaries*) are linked by *MatesWith*.

### 9.2.4.2 Elements

#### 9.2.4.2.1 HappensBefore

##### Element

Association

## Description

HappensBefore is a Without association linking an `earlierOccurrence` to a `laterOccurrence`, indicating that the Occurrences do not overlap in time (not necessarily in space, see `OutsideOf`; none of their `snapshots` happen at the same time), and the `earlierOccurrence` happens first. This means noOccurrence HappensBefore itself. Every Occurrence that HappensDuring the `earlierOccurrence` (including itself) also HappensBefore every Occurrence that HappensDuring the `laterOccurrence` (including itself).

## General Types

HappensLink  
Without

## Features

`earlierOccurrence` : Occurrence {subsets `sourceOccurrence`, redefines `separateOccurrenceToo`}

The participant of this HappensBefore link that happens (ends) earlier than the other participant (starts).

`laterOccurrence` : Occurrence {subsets `targetOccurrence`, redefines `separateOccurrence`}

The participant of this HappensBefore link that happens later than (starts after) the other participant (ends).

## Constraints

None.

### 9.2.4.2.2 happensBeforeLinks

## Element

Feature

## Description

`happensBeforeLinks` is a specialization of `binaryLinks` restricted to type `HappensBefore`. It is the most general Succession (M1 instance of M2 Succession). All other Successions (in libraries or user models) specialize it (directly or indirectly).

## General Types

HappensBefore  
`binaryLinks`

## Features

[no name] : Occurrence

[no name] : Occurrence

## Constraints

None.

### 9.2.4.2.3 HappensDuring

#### Element

Association

#### Description

HappensDuring links its `shorterOccurrence` to its `longerOccurrence`, indicating that the `shorterOccurrence` completely overlaps the `longerOccurrence` in time (not necessarily in space, see `InsideOf`; all snapshots of the `shorterOccurrence` happen at the same time as some snapshot of the `longerOccurrence`). This means every Occurrence HappensDuring itself and that HappensDuring is transitive. Every Occurrence that HappensBefore the `longerOccurrence` also HappensBefore the `shorterOccurrence`. The `shorterOccurrence` also HappensBefore every Occurrence that the `longerOccurrence` does.

#### General Types

HappensLink

#### Features

`happensDuring` : Occurrence [1..\*] {subsets happensTarget}

Occurrences that completely overlap this one in time (not necessarily in space, see `insideOf`; they start when this one does or earlier and end when this one does or later), including this one.

`longerOccurrence` : Occurrence {redefines targetOccurrence}

The participant in this HappensDuring Link that completely overlaps the other in time.

`shorterOccurrence` : Occurrence {redefines sourceOccurrence}

The participant in this HappensDuring Link that is completely overlapped by the other in time.

#### Constraints

None.

### 9.2.4.2.4 HappensJustBefore

#### Element

Association

#### Description

HappensJustBefore is HappensBefore asserting that there is no possibility of other Occurrences happening in the time between the `earlierOccurrence` and `laterOccurrence`.

#### General Types

HappensBefore

#### Features



earlierOccurrence : Occurrence {redefines earlierOccurrence}

laterOccurrence : Occurrence {redefines laterOccurrence}

### Constraints

None.

## 9.2.4.2.5 HappensLink

### Element

Association

### Description

HappensLink is the most general association that asserts temporal relationships between a `sourceOccurrence` and a `targetOccurrence`. They cannot happen in time (be Occurrences), making them disjoint with `LinkObject`.

### General Types

BinaryLink

### Features

happensSource : Occurrence [0..\*] {subsets toSources}

happensTarget : Occurrence [0..\*] {subsets toTargets}

sourceOccurrence : Occurrence {redefines source}

targetOccurrence : Occurrence {redefines target}

### Constraints

None.

## 9.2.4.2.6 HappensWhile

### Element

Association

### Description

HappensWhile is a HappensDuring and its inverse. This means the linked Occurrences completely overlap each other in time (they happen at the same time) all `snapshots` of each Occurrence happen at the same time as one of the `snapshots` of other. This means every Occurrence HappensWhile itself and that HappensWhile is transitive.

### General Types

HappensDuring

### Features

thatOccurrence : Occurrence {redefines longerOccurrence}

thisOccurrence : Occurrence {redefines shorterOccurrence}

timeCoincidentOccurrences : Occurrence [1..\*] {subsets happensDuring}

Occurrences that start and end at the same time as this one.

#### **Constraints**

None.

#### **9.2.4.2.7 IncomingTransferSort**

##### **Element**

Predicate

##### **Description**

A predicate of two transfers that is true when the first should be accepted instead of the other.

##### **General Types**

BooleanEvaluation

##### **Features**

None.

##### **Constraints**

None.

#### **9.2.4.2.8 InnerSpaceOf**

##### **Element**

Association

##### **Description**

InnerSpaceOf is an OutsideOf asserting that the space surrounded by an inner space boundary of one occurrence (*outerSpace*) is completely occupied by another occurrence (*innerSpace*).

##### **General Types**

OutsideOf

##### **Features**

innerSpace : Occurrence {redefines separateSpace}

The participant of this InnerSpaceOf link that completely occupy the space surrounded by an inner space boundary of the other.

innerSpaceOccurrenceOf : Occurrence [0..\*] {subsets outsideOfOccurrences}

outerSpace : Occurrence {redefines separateSpaceToo}

The participant of this InnerSpaceOf link with an inner space boundary is completely occupied by the other.

### Constraints

None.

## 9.2.4.2.9 InsideOf

### Element

Association

### Description

InsideOf is a BinaryLink between its smallerSpace and largerSpace, indicating that the largerSpace completely overlaps the smallerSpace in space (not necessarily in time, see HappensDuring; all four dimensional points of the smallerSpace are in the spatial extent of the largerSpace). This means every Occurrence/ is InsideOf itself and that InsideOf is transitive.

### General Types

BinaryLink

### Features

insideOf : Occurrence [1..\*] {subsets toTargets}

Occurrences that completely overlap this one in space (not necessarily in time, see happensDuring), including this one.

largerSpace : Occurrence {redefines target}

The participant in this InsideOf Link that completely overlaps the other in space.

smallerSpace : Occurrence {redefines source}

The participant in this InsideOf Link that is completely overlapped by the other in space.

### Constraints

None.

## 9.2.4.2.10 JustOutsideOf

### Element

Association

### Description

JustOutsideOf is an OutsideOf association linking two occurrences have some space slices with no space between them.

### **General Types**

OutsideOf

### **Features**

justOutsideOfOccurrences : Occurrence [0..\*] {subsets outsideOfOccurrences}

Occurrences that have no space between some of their space slices and some space slices of this occurrence.

separateSpace : Occurrence {redefines separateSpace}

separateSpaceToo : Occurrence {redefines separateSpaceToo}

### **Constraints**

None.

#### **9.2.4.2.11 Life**

### **Element**

Class

### **Description**

Life is the class of Occurrences that are "maximal portions". That is, they are only portions of themselves.

### **General Types**

Occurrence

### **Features**

portion : Occurrence [1..\*]

Occurrences that are portions of this Life, including at least this Life.

### **Constraints**

None.

#### **9.2.4.2.12 MatesWith**

### **Element**

### **Description**

### **General Types**

None.

## Features

matesWith : Occurrence [0..\*] {subsets justOutsideOfOccurrences}

## Constraints

None.

### 9.2.4.2.13 Occurrence

## Element

Class

## Description

An Occurrence is Anything that happens over time and space (the four physical dimensions). Occurrences can be portions of another Occurrence within time and space, including slices in time, leading to snapshots that take zero time.

## General Types

Anything

## Features

difference : Occurrence [0..1]

A (nested) feature of `differencesOf` identifying an Occurrence that is the `intersectionsOf` of the Occurrences identified by `interdiff` (`minuend` and `interdiff.notSubtrahend`).

differencesOf : OrderedSet [0..\*]

Ordered sets of Occurrences, where the time and space taken by first Occurrence in each set (`minuend`) that is not in the time and space taken by the remaining Occurrences (`subtrahend`, resulting in `difference`) is the same as taken by this Occurrence (all four dimensional points in the `minuend` that are not in any `subtrahend` are at the same time and space as those in this Occurrence).

dispatchScope : Occurrence

elements : Occurrence [0..\*]

A nested feature of `unionsOf`, `intersectionsOf`, and `differencesOf` for the elements of each of their (Ordered)Sets separately.

endShot : Occurrence {subsets snapshots}

The snapshot of this Occurrence that happensAfter all its other snapshots.

immediatePredecessors : Occurrence [0..\*] {subsets predecessors}

Occurrences that start just after this occurrence ends, with no possibility of other occurrences happening in the time between them.

immediateSuccessors : Occurrence [0..\*] {subsets successors}

Occurrences that end just before this occurrence starts, with no possibility of other occurrences happening in the time between them.

incomingTransfer : Transfer [0..\*]

incomingTransferSort : IncomingTransferSort [0..\*]

Determines which transfers to accept when multiple are available and which of the unaccepted transfers are never to be accepted (dispatched), by comparing two transfers at a time. Defaults to `earlierFirstIncomingTransferSort`, which is true if the first transfer ends (arrives) before the other.

incomingTransferToSelf : Transfer [0..\*] {subsets incomingTransfer}

Transfers for which this Occurrence is the `targetParticipant`.

inner : Occurrence [0..\*]

A `spaceSlice` of `spaceBoundary`, see `spaceBoundary`.

innerSpaceDimension : Natural

The number of variables needed to identify space points in this Occurrence, from 0 to 3, without regard to higher dimensional spaces it might be emedded in. For example, the `innerSpaceDimension` of a curve is 1, even if it twists in three dimensions, see `outerSpaceDimension`.

innerSpaceOccurrences : Occurrence [0..\*] {subsets outsideOfOccurrences}

Occurrences that completely occupy the space surrounded by an inner space boundary of this occurrence.

interdiff : Set [0..\*]

A (nested) feature of `differencesOf` identifying a set that includes its `minuend` and all Occurrences that are not in its `subtrahend`.

intersection : Occurrence [0..1]

A (nested) feature of `intersectionsOf` identifying an Occurrence that a) is completely within (the space and time of) all `intersectionsOf` elements, and b) satisfies the conditions of the same element's `nonIntersection`.

intersectionsOf : Set [0..\*]

Sets of Occurrences, where the time and space taken in common between the Occurrences in each set (`intersectionsOf::intersection`) is at the same as taken by this Occurrence (all four dimensional points common to the Occurrences in each set are at the same time and space as those in this Occurrence).

/isClosed : Boolean

True if this Occurrence has a `spaceBoundary`, false otherwise.

isDispatch : Boolean

Determines whether the same incoming transfer can be accepted more than once by `StatePerformances` composed under `dispatchScope`. It defaults to `true` for `Performances`, and `false` for other Occurrences (including `Objects`).

`isRunToCompletion` : Boolean

Determines whether `TransitionPerformances` composed under `runToCompletionScope` can happen during `StatePerformance` `entry` `Performances` composed under this `Occurrence`.

`justOutsideOfOccurrences` : `Occurrence` [0..\*] {subsets `outsideOfOccurrences`}

Occurrences that have no space between some of their space slices and some space slices of this occurrence.

`localClock` : `Clock`

A local `Clock` to be used as the corresponding time reference for this `Occurrence` and, by default, all `ownedOccurrences`. By default this is the singleton `Clocks::universalClock`.

`matingOccurrences` : `Occurrence` [0..\*] {subsets `justOutsideOfOccurrences`}

Occurrences that have no space between them and this one.

`middleTimeSlice` : `Occurrence` [0..1] {subsets `timeSlices`}

`timeSlice` of this `Occurrence` that takes all of the time between its `startShot` and `endShot`. Occurrences do not have `middleTimeSlice` if their `startShot` is the same as their `endShot` (such as being a `snapShot` of another `Occurrence`), otherwise they do.

`minuend` : `Occurrence` [0..1] {subsets }

A (nested) feature of `differencesOf` that identifies the first `Occurrence` in its `elements`.

`nonIntersection` : `Occurrence` [0..\*] {subsets `spaceTimeEnclosedPoints`}

A nested feature of `intersectionsOf.elements` identifying all the `spaceTimeEnclosedPoints` of each `element` that are not identified by `intersection`. These must be without (separate in space or time from) at least one other `element`.

`notSubtrahend` : `Occurrence` [0..\*]

A (nested) feature of `differencesOf.interdiff` identifying all `Occurrences` that are not identified by the `subtrahend` in each value `differencesOf` separately.

`outer` : `Occurrence` [0..1]

A `spaceSlice` of `spaceBoundary`, see `spaceBoundary`.

`outerSpaceDimension` : `Natural` [0..1]

For `Occurrences` of `innerSpaceDimension` 1 or 2, the number of variables needed to identify their space points in higher dimensional spaces they might be embedded in, from the `innerSpaceDimension` to 3. For example, an `outerSpaceDimension` 3 for a curve indicates it twists in three dimensions. An `outerSpaceDimension` equal to `innerSpaceDimension` indicates the occurrence is spatially straight (`innerSpaceDimension` 1 embedded in 2 or 3 dimensions) or flat (`innerSpaceDimension` 2 embedded in 3 dimensions).

`outgoingTransfer` : `Transfer` [0..\*]

`outgoingTransferFromSelf` : `Transfer` [0..\*] {subsets `outgoingTransfer`}

Transfers for which this Occurrence is the `sourceParticipant`.

`outsideOfOccurrences` : Occurrence [0..\*] {subsets withoutOccurrences}

Occurrences that are completely separate from this one in space (not necessarily in time, see `successors` and `predecessors`).

`portionOf` : Occurrence [1..\*] {subsets within}

All occurrences that this one is `within` that are considered the same thing occurring (same `portionOfLife`), including this one.

`portionOfLife` : Life

The Life of which this Occurrence is a `portion`.

`portions` : Occurrence [1..\*] {subsets `spaceTimeEnclosedOccurrences`}

All occurrences `within` this one that are considered the same thing occurring (same `portionOfLife`), including this one.

`predecessors` : Occurrence [0..\*] {subsets withoutOccurrences}

Occurrences that are completely separate from this one in time (not necessarily in space, see `outsideOfOccurrences`) and that happen before this one (end earlier than this one starts).

`runToCompletionScope` : Occurrence

`sameLifeOccurrences` : Occurrence [1..\*]

`self` : Occurrence {subsets `timeSlices`, `spaceSlices`, `spaceTimeCoincidentOccurrences`, `sameLifeOccurrences`, `redefines self`}

This Occurrence (related to itself via a `SelfLink`).

`snapshotOf` : Occurrence [0..\*] {subsets `timeSliceOf`}

Occurrences of which this Occurrence is a `snapshot`.

`snapshots` : Occurrence [1..\*] {subsets `timeSlices`}

All `timeSlices` of this Occurrence that happen at a single instant of time (zero duration).

`spaceBoundary` : Occurrence [0..1] {subsets `spaceShots`}

A `spaceShot` of this Occurrence that is not among those of its `spaceInterior`, which it must be `OutsideOf`. It must not have a `spaceBoundary` (`isClosed` = `true`). It can be divided into `spaceSlices` that also have no `spaceBoundary`, where the inner ones are `SurroundedBy` the outer one.

`spaceEnclosedOccurrences` : Occurrence [1..\*] {subsets `toSources`}

Occurrences that this one completely overlaps in space (not necessarily in time, see `timeEnclosedOccurrences`), including this one.

`spaceInterior` : Occurrence [0..1] {subsets `spaceSlices`}



A `spaceSlice` of this Occurrence that includes all its `spaceShots` except the `spaceBoundary`, which must exist and be `outsideOf` it. The `spaceInterior` must be of the same `innerSpaceDimension` as this Occurrence, except if it is zero, whereupon there is no `spaceInterior`.

`spaceShots` : Occurrence [1..\*] {subsets `spaceSlices`}

All `spaceSlices` of this Occurrence that are of a lower `innerSpaceDimension` than it.

`spaceSliceOf` : Occurrence [1..\*] {subsets `portionOf`}

An Occurrence this one is a `spaceSlices` of.

`spaceSlices` : Occurrence [1..\*] {subsets `portions`}

All `portions` of this Occurrence that extend for exactly the same time and some or all the space, relative to spatial location of this Occurrence. This means every Occurrence is a `spaceSlice` of itself.

`spaceTimeCoincidentOccurrences` : Occurrence [1..\*] {subsets `timeCoincidentOccurrences`,  
`spaceEnclosedOccurrences`}

Occurrences that this one completely includes in both space and time, and vice-versa, including this one.

`spaceTimeEnclosedOccurrences` : Occurrence [1..\*] {subsets `spaceEnclosedOccurrences`,  
`timeEnclosedOccurrences`}

All `timeEnclosedOccurrences` of this one that are also `spaceEnclosedOccurrences`, including itself.

`spaceTimeEnclosedPoints` : Occurrence [1..\*] {subsets `spaceTimeEnclosedOccurrences`}

All `spaceTimeEnclosedOccurrences` of this one that take up no time or space (`innerSpaceDimension` 0 and `startShot` the same as `endShot`).

`startShot` : Occurrence {subsets `snapshots`}

The `snapshot` of this Occurrence that happensBefore all its other `snapshots`.

`suboccurrences` : Occurrence [0..\*]

Composite *suboccurrences* of this Occurrence. The *localClock* of all *suboccurrences* defaults to the *localClock* of its containing Occurrence.

`subtrahend` : Occurrence [0..\*] {subsets }

A (nested) feature of `differencesOf` that identifies all the Occurrences in its `elements` except the first one.

`successors` : Occurrence [0..\*] {subsets `withoutOccurrences`}

Occurrences that are completely separate from this one in time (not necessarily in space, see `outsideOfOccurrences`) and that happen after this one (start later than this one ends).

`surroundedByOccurrences` : Occurrence [0..\*] {subsets `outsideOfOccurrences`}

Occurrences that have inner spaces that completely include this occurrence.

`this` : Occurrence

The "context" Occurrence within which this Occurrence takes place. By default, it is this Occurrence itself. However, this is overridden for `ownedPerformances` of Objects and `subperformances` of Performances.

`timeCoincidentOccurrences` : Occurrence [1..\*] {subsets `timeEnclosedOccurrences`}

Occurrences that `happenWhile` this one does (Occurrences that start and end at the same time as this one).

`timeEnclosedOccurrences` : Occurrence [1..\*] {subsets `happensSource`}

Occurrences that this one completely overlaps in time (not necessarily in space, see `spaceEnclosedOccurrences`; they start at the same time or later and end at the same time or earlier), including this one.

`timeSliceOf` : Occurrence [1..\*] {subsets `portionOf`}

Occurrences of which this one is a `timeSlice`, including this one.

`timeSlices` : Occurrence [1..\*] {subsets `portions`}

`portions` that extend for some or all the time of this Occurrence, but all its space during that time, including itself.

`union` : Occurrence [0..1]

A (nested) feature of `unionsOf` identifying an Occurrence with a) `spaceTimeEnclosedOccurrences` including all those identified by a `unionsOf` element, and b) all the Occurrence's `spaceTimeEnclosedPoints` within (the space and time of) at least one of the elements.

`unionsOf` : Set [0..\*]

Sets of Occurrences, where the time and space taken by all the Occurrences in each set together (`unionsOf::union`) is the same as taken by this Occurrence (all four dimensional points in the Occurrences of each set are at the same time and space as those of this Occurrence).

`withoutOccurrences` : Occurrence [0..\*] {subsets `toTargets`}

All Occurrences that are `successors`, `successorsoutsideOf` of this one.

## Constraints

None.

### 9.2.4.2.14 occurrences

#### Element

Feature

#### Description

`occurrences` is a specialization of `things` restricted to type Occurrence. It is the most general Feature typed by Occurrence. All other Features typed by Occurrence or its specializations (in libraries or user models) specialize it (directly or indirectly).

#### General Types

things  
Occurrence

### Features

None.

### Constraints

None.

## 9.2.4.2.15 OutsideOf

### Element

Association

### Description

OutsideOf is a Without association linking its `separateSpaceToo` and its `separateOccurrence`, indicating that these Occurrences do not overlap in space (not necessarily in time, see `HappensBefore`; no four dimensional points of the Occurrences are in the spatial extent of both of them). This means no Occurrence is OutsideOf itself.

### General Types

Without

### Features

`outsideOfOccurrences` : Occurrence [0..\*] {subsets `withoutOccurrences`}

Occurrences that are completely separate from this one in space (not necessarily in time, see `successors` and `predecessors`).

`separateSpace` : Occurrence {redefines `separateOccurrence`}

The second participant in this OutsideOf Link.

`separateSpaceToo` : Occurrence {redefines `separateOccurrenceToo`}

The first participant in this OutsideOf Link.

### Constraints

None.

## 9.2.4.2.16 PortionOf

### Element

Association

### Description

PortionOf is a Within that links its `portionOccurrence` to its `portionedOccurrence`, indicating they are considered the same thing occurring (same `portionOfLife`), but with the `portionOccurrence` potentially taking up less time and space than the `portionedOccurrence`. This means every `Occurrence` is a `PortionOf` itself. The `innerSpaceDimension` of `portionOccurrence` is the same or lower than of the `portionedOccurrence`.

### General Types

Within

### Features

`portionedOccurrence` : `Occurrence` {redefines `largerOccurrence`}

The participant in this `PortionOf` Link that is the `largerOccurrence`.

`portionOccurrence` : `Occurrence` {redefines `smallerOccurrence`}

The participant in this `PortionOf` Link that is the `smallerOccurrence`.

### Constraints

None.

#### 9.2.4.2.17 SelfSameLifeLink

### Element

Association

### Description

`SelfLifeLinks` are all the `BinaryLinks` such that the `sourceParticipant` and `targetParticipant` are either

- `Occurrences` (which might be `lives`) that are portions of the same life, or
- `Data values` that are equal.

### General Types

`BinaryLink`

### Features

`myselfSameLife` : `Anything` [1..\*] {redefines `toSources`}

The target end of a `SelfLifeLink`.

`selfSameLife` : `Anything` [1..\*] {redefines `toTargets`}

The source end of a `SelfLifeLink`.

`sourceDataValue` : `DataValue` [0..1] {subsets `source`}

Same as the `sourceParticipant` when it is a data value.

`sourceOccurrence` : `Occurrence` [0..1] {subsets `source`}

Same as the sourceParticipant when it is an occurrence.

targetDataValue : DataValue [0..1] {subsets target}

Same as the targetParticipant when it is a data value.

targetOccurrence : Occurrence [0..1] {subsets target}

Same as the targetParticipant when it is an occurrence.

### Constraints

None.

#### 9.2.4.2.18 SnapshotOf

##### Element

Association

##### Description

SnapshotOf is a TimeSliceOf that links its snapshotOccurrence to its snapshottedOccurrence, indicating that snapshotOccurrence takes not time (startShot and endShot are the same).

##### General Types

TimeSliceOf

##### Features

snapshotOccurrence : Occurrence {redefines timeSliceOccurrence}

The participant in this SnapshotOf Link that is the timeSliceOccurrence.

snapshottedOccurrence : Occurrence {redefines timeSlicedOccurrence}

The participant in this SnapshotOf Link that is the timeSlicedOccurrence.

### Constraints

None.

#### 9.2.4.2.19 SpaceShotOf

##### Element

Association

##### Description

SpaceShotOf is a SpaceSliceOf that links its spaceShotOccurrence to its spaceSnapshottedOccurrence, indicating the spaceShotOccurrence is of a lower innerSpaceDimension than the spaceShottedOccurrence.

## General Types

SpaceSliceOf

## Features

spaceShotOccurrence : Occurrence {redefines spaceSliceOccurrence}

The participant in this SpaceShotOf Link that is the spaceSliceOccurrence.

spaceShotOf : Occurrence [1..\*] {subsets spaceSliceOf}

All spaceSlicesOf this Occurrence that are of a higher innerSpaceDimension than this Occurrence.

spaceShottedOccurrence : Occurrence {redefines spaceSlicedOccurrence}

The participant in this SpaceShotOf Link that is the spaceSliced Occurrence.

## Constraints

None.

### 9.2.4.2.20 SpaceSliceOf

## Element

Association

## Description

SpaceSliceOf is a PortionOf that links its spaceSliceOccurrence to its spaceSlicedOccurrence, indicating the spaceSliceOccurrence extends for exactly the same time and some or all the space of the spaceSlicedOccurrence and that the spaceSliceOccurrence is of the same or lower innerSpaceDimension than the spaceSlicedOccurrence. This means every Occurrence/ is a SpaceSliceOf itself and SpaceSliceOf is transitive.

## General Types

PortionOf

## Features

spaceSlicedOccurrence : Occurrence {redefines portionedOccurrence}

The participant in this SpaceSliceOf Link that is the portionedOccurrence.

spaceSliceOccurrence : Occurrence {redefines portionOccurrence}

The participant in this SpaceSliceOf Link that is the portionOccurrence.

## Constraints

None.

#### 9.2.4.2.21 SurroundedBy

##### Element

Association

##### Description

SurroundedBy is an OutsideOf asserting that one occurrence (`surroundedSpace`) is included in space by an `innerSpaceOccurrence` of another (`surroundingSpace`).

##### General Types

OutsideOf

##### Features

`surroundedSpace` : Occurrence {redefines `separateSpaceToo`}

The participant of this SurroundedBy link that is completely included in the an inner space of the other.

`surroundingSpace` : Occurrence {redefines `separateSpace`}

The participant of this SurroundedBy link that has an inner space that completely includes the other.

`surroundsOccurrences` : Occurrence [0..\*] {subsets `outsideOfOccurrences`}

##### Constraints

None.

#### 9.2.4.2.22 TimeSliceOf

##### Element

Association

##### Description

TimeSliceOf is a PortionOf that links its `timeSliceOccurrence` to its `timeSlicedOccurrence`, indicating that extend for exactly the same time and some or all the space of this Occurrence, including itself. This means every Occurrence/ is a PortionOf itself.

##### General Types

PortionOf

##### Features

`timeSlicedOccurrence` : Occurrence {redefines `portionedOccurrence`}

The participant in this TimeSliceOf Link that is the `portionedOccurrence`.

`timeSliceOccurrence` : Occurrence {redefines `portionOccurrence`}

The participant in this TimeSliceOf Link that is the `portionOccurrence`.

### Constraints

None.

### 9.2.4.2.23 Within

#### Element

Association

#### Description

Within classifies all and only links that are `HappensDuring` and `InsideOf`. They link their `largerOccurrence` to their `smallerOccurrence`, indicating the `largerOccurrence` completely overlaps the `smallerOccurrence` in time and space (all four dimensional points of the `smallerOccurrence` `HappensDuring` and are `InsideOf` the `largerOccurrence`). This means every Occurrence is Within itself and Within is transitive.

#### General Types

`HappensDuring`  
`InsideOf`

#### Features

`largerOccurrence` : Occurrence {redefines `largerSpace`, `longerOccurrence`}

The participant in this Within Link that is the `longerOccurrence` and `largerSpace`.

`smallerOccurrence` : Occurrence {redefines `shorterOccurrence`, `smallerSpace`}

The participant in this Within Link that is the `shorterOccurrence` and `smallerSpace`.

`within` : Occurrence [1..\*] {subsets `insideOf`, `happensDuring`}

All Occurrences that this one `happensDuring` and is `insideOf`, including this one.

### Constraints

None.

### 9.2.4.2.24 WithinBoth

#### Element

Association

#### Description

WithinBoth is a Within and its inverse. This means the linked Occurrences completely overlap each other in space and time (they occupy the same four dimensional region). This means every Occurrence is WithinBoth with itself and WithinBoth is transitive.

#### General Types



HappensWhile  
Within

### Features

spaceTimeCoincidentOccurrences : Occurrence [1..\*] {subsets timeCoincidentOccurrences, within}

Occurrences that this one completely includes in both space and time, including this one.

thatOccurrence : Occurrence {redefines largerOccurrence}

thisOccurrence : Occurrence {redefines smallerOccurrence}

### Constraints

None.

#### 9.2.4.2.25 Without

### Element

Association

### Description

Without classifies all links that are HappensDuring or InsideOf, or both. They link their `separateOccurrenceToo` to their `separateOccurrence`, indicating that the Occurrences do not overlap in time and/or space (no four dimensional point is in both Occurrences). This means no Occurrence is Without itself.

### General Types

BinaryLink

### Features

separateOccurrence : Occurrence {redefines target}

The second participant in this Without Link.

separateOccurrenceToo : Occurrence {redefines source}

The first participant in this Without Link.

withoutOccurrences : Occurrence [0..\*] {subsets toSources}

All Occurrences that are `successors`, `successorsoutsideOf` of this one.

### Constraints

None.

## 9.2.5 Objects

### 9.2.5.1 Objects Overview

*Objects* are *Occurrences* that take up a single region of time and space, even though they might be in multiple places over time. *Object* is the most general Structure, while *objects* is the most general Feature typed by Structures (see [8.3.4.3](#) and compare to *Performances* in [9.2.6.1](#)). *Objects* and *Performances* do not overlap, but *Performances* can Involve *Objects*, which can *Perform Performances*.

*LinkObjects* are *Objects* that are also *Links*, and *linkObjects* is the most general Feature typed by *LinkObject*. *LinkObjects* occupy time and space, like other *Objects*, with potentially varying relationships to other things over time, except for which things are its *participants* (the things being linked), identified by its *associationEnd* Features (the "ends" of a link are permanent, though *participants* can be *Occurrences* with changing relationships to other things). The values of *LinkObject* Features that are not *associationEnds* can change over time. *LinkObjects* can exist between the same *Occurrences* for only some of the time those *Occurrences* exist, reflecting changing relationships of those *Occurrences*. *BinaryLinkObjects* are *BinaryLinks* that are also *LinkObjects*, and *binaryLinkObjects* is the most general Feature typed by *BinaryLinkObject*.

*Body(s)*, *Surfaces*, *Curves*, and *Points* are *Objects* with *innerSpaceDimension* of 3, 2, 1, and 0, respectively.

### Structured Space Objects

*StructuredSpaceObjects* are *Objects* with three Features Subsetting *spaceSlices*:

- *faces*, identifying *Surfaces*.
- *edges*, identifying *Curves*.
- *vertices*, identifying *Points*.

The above are collectively *structuredSpaceCells*, which are also *StructuredSpaceObjects*, enabling *faces* to identify *edges* and *vertices* among the *spaceSlices* of their *spaceBoundaries*, if any, and *edges* to identify *vertices* among theirs. Cells of closed *StructuredSpaceObjects* (*isClosed* = *true*) must be *JustOutside* others along their entire *spaceBoundary* (every cell's *spaceSlices* must *MateWith* some *spaceSlice* of another cell, see Space Boundaries and Interiors in [9.2.4.1](#)), which usually means all the *edges* and *vertices* of cells *MateWith* those of other cells, enabling the *StructuredSpaceObject* to be the *spaceBoundary* for other *Objects*. The *innerSpaceDimension* of a *StructuredSpaceObject* is the highest *innerSpaceDimension* of its *structuredSpaceCells*.

Models can specialize the three Features above for various kinds of *Objects*, for example, one for cylinders would include:

- Three Features Subsetting *faces* for the top, bottom, and middle *Surfaces* of a cylinder. The *edges* of these Features are *Curves* (circles) that are *spaceBoundaries* of the top and bottom *Surfaces* (discs), and *spaceSlices* of the *spaceBoundary* of the middle *Surface* (a rectangle joined at two opposite sides).
- Two Features Subsetting *edges* for the top and bottom of the cylinder. Each Feature identifies two *Curves* that are the *edges* of adjacent *faces*, specified by *BindingConnectors* between the Feature and required *edges*. These two *Curves* must mate, specified by a *MateWith* Connector between the Feature and itself.
- A Feature redefining *vertices* to multiplicity 0.

### 9.2.5.2 Elements

#### 9.2.5.2.1 BinaryLinkObject

##### Element

AssociationStructure

### **Description**

### **General Types**

LinkObject  
BinaryLink

### **Features**

toSources : Anything [0..\*] {redefines toSources}

toTargets : Anything [0..\*] {redefines toTargets}

### **Constraints**

None.

## **9.2.5.2.2 binaryLinkObjects**

### **Element**

Feature

### **Description**

### **General Types**

linkObjects  
BinaryLinkObject  
binaryLinks

### **Features**

[no name] : Anything

[no name] : Anything

### **Constraints**

None.

## **9.2.5.2.3 Body**

### **Element**

Structure

### **Description**

Objects of `innerSpaceDimension 3`.

### **General Types**

Object

## Features

`innerSpaceDimension` : Integer {redefines `innerSpaceDimension`}

volume

## Constraints

None.

### 9.2.5.2.4 Curve

## Element

Structure

## Description

Objects of `innerSpaceDimension` 1.

## General Types

Object

## Features

`innerSpaceDimension` : Integer {redefines `innerSpaceDimension`}

## Constraints

None.

### 9.2.5.2.5 LinkObject

## Element

AssociationStructure

## Description

LinkObject is the most general AssociationStructure (M1 instance of M2 AssociationStructure). All other AssociationStructures (in libraries or user models) specialize it (directly or indirectly).

## General Types

Object

Link

## Features

None.

## Constraints

None.

#### 9.2.5.2.6 linkObjects

##### Element

Feature

##### Description

`linkObjects` is a specialization of `links` and `objects` restricted to type `LinkObject`. It is the most general feature typed by `LinkObject`. All other Features typed by `LinkObject` or its specializations (in libraries or user models) specialize it (directly or indirectly).

##### General Types

`LinkObject`  
`links`  
`objects`

##### Features

None.

##### Constraints

None.

#### 9.2.5.2.7 Object

##### Element

Structure

##### Description

An *Object* is an *Occurrence* that is not a *Performance*. It is the most general *Structure*. All other *Structures* specialize it directly or indirectly.

##### General Types

`Occurrence`

##### Features

`enactedPerformances` : `Performance` [0..\*] {subsets `timeEnclosedOccurrences`, involving `Performances`}

Performances that are enacted by this object.

`involvingPerformances` : `Performance` [0..\*]

Performances in which this Object is involved.

`ownedPerformances` : `Performance` [0..\*] {subsets `timeEnclosedOccurrences`, involving `Performances`, `suboccurrences`}

*Performances* that are owned by this *Object*. The owning *Object* is the default *this* reference for all owned *Performances*.

structuredSpaceBoundary : StructuredSpaceObject [0..1] {subsets spaceBoundary}

A *spaceBoundary* that is a *StructuredSpaceObject*.

subobjects : Object [0..\*] {subsets suboccurrences}

The *suboccurrences* of this *Object* that are also *Objects*.

### Constraints

None.

### 9.2.5.2.8 objects

#### Element

Feature

#### Description

*objects* is a specialization of *occurrences* restricted to type *Object*. It is the most general feature typed by *Object*. All other Features typed by *Object* or its specializations (in libraries or user models) specialize it (directly or indirectly).

#### General Types

*occurrences*

*Object*

#### Features

None.

#### Constraints

None.

### 9.2.5.2.9 Point

#### Element

Structure

#### Description

Objects of *innerSpaceDimension* 0.

#### General Types

*Object*

#### Features

innerSpaceDimension : Integer {redefines innerSpaceDimension}

### Constraints

None.

### 9.2.5.2.10 StructuredSpaceObject

#### Element

Structure

#### Description

Objects that are broken up into smaller `structuredSpaceCells` of the same or lower `innerSpaceDimension`: faces of `innerSpaceDimension` 2, edges of `innerSpaceDimension` 1, and vertices of `innerSpaceDimension` 0, with the highest of these being the `innerSpaceDimension` of the `StructuredSpaceObject`. Boundaries of `structuredSpaceObjectCells` are the union of others of lower `innerSpaceDimension` (edges and vertices on the boundary of faces, and vertices on the boundary of edges), some of which meet when this `StructuredSpaceObject` is `isClosed` (faces meet at their edges and/or vertices, while edges meet at their vertices), as required to be a `spaceBoundary` of an `Object`.

#### General Types

Object

#### Features

`cellOrientation` : Integer [0..1]

A nested feature of `structuredSpaceObjectCell` that gives them a "direction" (1 or -1) or none (0). For example, the `cellOrientation` of a face indicates to which side the "positive" normal vector points, of an edge the positive direction along the edge, and of a vertex the positive direction "in or out" of it. When the `cellOrientation` of all edges and vertices are given, and the `StructuredSpaceObject` is `isClosed`, the `cellOrientations` of the (completely) overlapping ones sum to zero.

`edges` : Curve [0..\*] {subsets `structuredSpaceObjectCells`, ordered}

The `structuredSpaceObjectCells` of `innerSpaceDimension` 1 in this `StructuredSpaceObject`.

`faces` : Surface [0..\*] {subsets `structuredSpaceObjectCells`, ordered}

The `structuredSpaceObjectCells` of `innerSpaceDimension` 2 in this `StructuredSpaceObject`.

`/innerSpaceDimension` : Integer {redefines `innerSpaceDimension`}

Highest `innerSpaceDimension` of the `structuredSpaceObjectCells`.

`structuredSpaceObjectCells` : `StructuredSpaceObject` [1..\*] {subsets `spaceSlices`}

All and only the `spaceSlices` of this `StructuredSpaceObject` that are its faces, edges, and vertices.

`vertices` : Point [0..\*] {subsets `structuredSpaceObjectCells`, ordered}

The `structuredSpaceObjectCells` of `innerSpaceDimension 0` in this `StructuredSpaceObject`.

### Constraints

None.

#### 9.2.5.2.11 Surface

##### Element

Structure

##### Description

Objects of `innerSpaceDimension 2`.

##### General Types

Object

##### Features

`genus` : Integer [0..1]

The number of "holes" in this Surface, assuming it `isClosed`. For example, it is 0 for spheres and 1 for toruses, including one-handled coffee cups.

`innerSpaceDimension` : Integer {redefines `innerSpaceDimension`}

### Constraints

None.

## 9.2.6 Performances

### 9.2.6.1 Performances Overview

#### Performances

*Performances* are *Occurrences* that can be spread out in disconnected portions of space and time. *Performance* is the most general Behavior, while *performances* is the most general Feature typed by Behaviors (see [8.3.4.6](#) and compare to *Objects* in [9.2.5](#)). *Performances* can coordinate others that *HappenDuring* them, identified as their *subperformances* (see Steps in [8.3.4.6](#) and [8.4.4.7](#)). *Performances* also coordinate and potentially affect other things, some of which might come into existence (start, be "created") or cease to exist (end, be "destroyed") during a Performance, and some that might be used without being affected at all ("catalysts"). Some of these other things might be *Objects*, identified as a *Performance's involvedObjects*, some of which might be "responsible" for (enact, *Perform*) a *Performance*, identified as its *performers*. *Performances* can also accept things as input or provide them as output (as *parameters*, see [8.3.4.6](#) ).

#### Evaluations

*Evaluations* are *Performances* that produce at most one thing (value) identified by their `result` parameter. *Evaluation* is the most general Function, while *evaluations* is the most general Feature identifying them, typed by Functions (see [8.3.4.7](#)). In other respects *Evaluations* are like any other *Performance*.



*LiteralEvaluations* are *Evaluations* with exactly one *result*, specified as a constant in a model via classification by *LiteralExpression* (see [8.3.4.8](#) for this and the rest of the paragraph). *LiteralEvaluation* is the most general *LiteralExpression*, specialized in the same way, and *literalEvaluations* is the most general feature identifying them, also similarly specialized.

*BooleanEvaluations* are *Evaluations* (but not *LiteralEvaluations*) with exactly one *true* or *false* *result*. *BooleanEvaluation* is the most general *Predicate*, and *booleanEvaluations* is the most general feature identifying them, specialized (incompletely) into those that always have *true* or always *false* *results*, *trueEvaluations* and *falseEvaluations*, respectively. *LiteralBooleanEvaluations* are *LiteralEvaluations* and *BooleanEvaluations*, with *result* specified in a model, potentially identified by *trueEvaluations* or *falseEvaluations*, or one of their specializations.

*NullEvaluations* are *Evaluations* that produce no values for their *result*. *NullEvaluation* is the most general *NullExpression*, and *nullEvaluations* is the most general Feature typed by *NullExpression* (see [8.3.4.8](#)).

## 9.2.6.2 Elements

### 9.2.6.2.1 BooleanEvaluation

#### Element

Predicate

#### Description

*BooleanEvaluation* is a specialization of *Evaluation* that is the most general *Predicate* that may be evaluated to produce a Boolean truth value.

#### General Types

*Evaluation*

#### Features

*result* : Boolean {redefines *result*}

The Boolean result of this *BooleanExpression*.

#### Constraints

None.

### 9.2.6.2.2 booleanEvaluations

#### Element

*BooleanExpression*

#### Description

*booleanEvaluations* is a specialization of *evaluations* restricted to type *BooleanEvaluation*.

#### General Types

*BooleanEvaluation*

evaluations

**Features**

None.

**Constraints**

None.

**9.2.6.2.3 Evaluation**

**Element**

Function

**Description**

An Evaluation is a Performance that ends with the production of a result.

**General Types**

Performance

**Features**

result : Anything [0..\*] {nonunique}

The `result` is the outcome of the Evaluation.

**Constraints**

None.

**9.2.6.2.4 evaluations**

**Element**

Expression

**Description**

`evaluations` is a specialization of `performances` for Evaluations of functions.

**General Types**

performances  
Evaluation

**Features**

None.

**Constraints**

None.

#### **9.2.6.2.5 falseEvaluations**

##### **Element**

BooleanExpression

##### **Description**

falseEvaluations is a subset of booleanEvaluations that result in false. It is the most general Feature of Invariants that are negated.

##### **General Types**

booleanEvaluations

##### **Features**

[no name] : LiteralEvaluation

##### **Constraints**

None.

#### **9.2.6.2.6 Involves**

##### **Element**

Association

##### **Description**

Involves classifies relationships between Performances and Objects.

##### **General Types**

None.

##### **Features**

None.

##### **Constraints**

None.

#### **9.2.6.2.7 LiteralEvaluation**

##### **Element**

Function

##### **Description**

LiteralEvaluation is a specialization of Evaluation for the case of LiteralExpressions.

### **General Types**

Evaluation

### **Features**

result : DataValue {redefines result}

The result of this LiteralEvaluation, which is always a single DataValue.

### **Constraints**

None.

## **9.2.6.2.8 literalEvaluations**

### **Element**

Expression

### **Description**

literalEvaluations is a specialization of evaluations restricted to type LiteralEvaluation.

### **General Types**

LiteralEvaluation  
evaluations

### **Features**

None.

### **Constraints**

None.

## **9.2.6.2.9 MetadataAccessEvaluation**

### **Element**

Function

### **Description**

MetadataAccessEvaluation is a specialization of Evaluation for the case of MetadataAccessExpressions.

### **General Types**

Evaluation

### **Features**

result : Metaobject [0..\*] {redefines result}

The result of this NullEvaluation, which always must be empty (i.e., "null").

### **Constraints**

None.

### **9.2.6.2.10 metadataAccessEvaluations**

#### **Element**

Expression

#### **Description**

metadataAccessEvaluations is a specialization of evaluations restricted to type MetadataAccessEvaluation.

#### **General Types**

MetadataAccessEvaluation  
evaluations

#### **Features**

None.

### **Constraints**

None.

### **9.2.6.2.11 NullEvaluation**

#### **Element**

Function

#### **Description**

NullEvaluation is a specialization of Evaluation for the case of null expressions.

#### **General Types**

Evaluation

#### **Features**

result : Anything {redefines result}

The result of this NullEvaluation, which always must be empty (i.e., "null").

### **Constraints**

None.

#### 9.2.6.2.12 nullEvaluations

##### Element

Expression

##### Description

`nullEvaluations` is a specialization of `evaluations` restricted to type `NullEvaluation`.

##### General Types

`NullEvaluation`  
`evaluations`

##### Features

None.

##### Constraints

None.

#### 9.2.6.2.13 Performance

##### Element

Behavior

##### Description

A *Performance* is an *Occurrence* that is not a *Object*. It is the most general *Behavior*. All other *Behaviors* specialize it directly or indirectly.

##### General Types

`Occurrence`

##### Features

`enclosedPerformances` : `Performance` [0..\*] {subsets `timeEnclosedOccurrences`}

`timeEnclosedOccurrences` of this `Performance` that are also `Performances`.

`involvedObjects` : `Object` [0..\*]

Objects that are involved in this `Performance`.

`performers` : `Object` [0..\*] {subsets `involvedObjects`}

Objects that enact this performance.

`subperformances` : `Performance` [0..\*] {subsets `enclosedPerformances`, `suboccurrences`}

`enclosedPerformances` that are composite. The default `this` context of a `subperformance` is by default the same as that of its owning `Performance`. This means that the context for any `Performance` that is in a composition tree rooted in a `Performance` that is not itself owned by an `Object` is the root `Performance`. If the root `Performance` is an `ownedPerformance` of an `Object`, then that `Object` is the context.

`thisPerformance` : `Performance`

The "context" `Performance` during which this `Performance` takes place. It defaults to the root of the `subperformances` composition tree. It is the default `dispatchScope` for `Performances`.

### Constraints

None.

#### 9.2.6.2.14 performances

##### Element

Step

##### Description

`performances` is the most general feature for `Performances` of behaviors.

##### General Types

`Performance`  
`things`

##### Features

None.

##### Constraints

None.

#### 9.2.6.2.15 Performs

##### Element

Association

##### Description

`Performs` is a specialization of `Involves` that asserts that the `performer` enacts the behavior carried out by the `enactedPerformance`.

##### General Types

`Involves`

##### Features

None.

## Constraints

None.

### 9.2.6.2.16 trueEvaluations

#### Element

BooleanExpression

#### Description

`trueEvaluations` is a subset of `booleanEvaluations` that result in true. It is the most general Feature of Invariants that are not negated.

#### General Types

`booleanEvaluations`

#### Features

[no name] : `LiteralEvaluation`

#### Constraints

None.

## 9.2.7 Transfers

### 9.2.7.1 Transfers Overview

*Transfers* are *Performances* and *BinaryLinks* that carry *items* from their *source Occurrence* to their *target Occurrence*. *FlowTransfers* are *Transfers* that start by "picking up" their *items* from the *sourceOutput* Feature (or one of its redefinitions) of the *source* and end with "dropping them off" at the *targetInput* Feature of the *target* (or one of its redefinitions, see [8.3.3.1.5](#) about outputs and inputs). *FlowTransfers* do this by specifying the existence of *BinaryLinkObjects* between their *source / target* and values of *sourceOutput / targetInput* Features of those, identified by the Connectors *sourceOutputLink* and *targetOutputLink*, respectively (these can be redefined to specialized associations when *FlowTransfer* is used). Each *sourceOutputLink* identifies an output as its *transferPayload* (one of the values of *sourceOutput* on the *source* at the time a *FlowTransfer* starts). Each *targetInputLink* identifies an input also as its *transferPayload* (one of the values of *targetInput* on the *target* at the time a *Transfer* ends). Both collections of *transferPayloads* are the same as the *FlowTransfer's items*, and do not change while it is carried out.

Transfers are required to take zero time when their *isInstant* Feature is *true* (*startShot* and *endShot* are the same, see Portions and Time Slices in [9.2.4.1](#)), otherwise they might take time to carry out.

Two Boolean Features of *FlowTransfers* affect timing of their *sourceOutputLinks* and *targetOutputLinks*:

- *isMove true* requires *sourceOutputLinks* to end (cease to exist) when the *Transfer* starts, otherwise the *Transfer* has no effect on the *sourceOutputLinks*.
- *isPush true* requires the *Transfer* to start when its *sourceOutputLinks* do (begin to exist), otherwise the *Transfer* can start anytime after the *sourceOutputLinks* do.



*MessageTransfers* are *Transfers* that do not have the additional capabilities of *FlowTransfers*. *SendPerformances* and *AcceptPerformances* are *Performances* for specifying when *MessageTransfers* come into and go out of *Occurrences*, respectively. *SendPerformances* require a *MessageTransfer* as *outgoingTransferFromSelf* from a designated *sender* (defaulting to *this*, see [9.2.4.2.13](#)), carrying a *sentItem*, optionally to a designated *receiver*. *AcceptPerformances* require an *incomingTransferToSelf* to a designated *receiver* (defaulting to *this*), carrying an *acceptedItem*.

*Transfer* and its specializations are binary Interactions, while *transfers* is the most general Feature typed by *Transfer* or its specializations, and the most general ItemFlow (see [8.3.4.9](#)). *Transfer* is not the most general binary Interaction, and *transfers* is not the most general feature typed by binary Interactions, because binary Interactions can include more than one ItemFlow, as well as other Interactions.

ItemFlow's *itemType* gives the kind of things being transferred (most generally the type of *item*, above). For *FlowTransfers*, ItemFlow's *sourceOutputFeature* and *targetInputFeature* specify which Features of its connected Feature *Occurrences* identify outputs and inputs, respectively (most generally *sourceOutput* and *targetInput* above, respectively).

## 9.2.7.2 Elements

### 9.2.7.2.1 AcceptPerformance

#### Element

Behavior

#### Description

AcceptPerformances are Performances that require an *incomingTransferToSelf* of a designated *receiver* Occurrence (defaulting to *this*), providing an *acceptedItem* as output.

#### General Types

Performance

#### Features

*acceptedItem* : Anything [0..\*]

*acceptedTransfer* : MessageTransfer [0..1] {subsets receiver.incomingTransfersToSelf}

*receiver* : Occurrence

*receiver.incomingTransfersToSelf* : Transfer [0..\*]

#### Constraints

None.

### 9.2.7.2.2 FlowTransfer

#### Element

Interaction

#### Description

A FlowTransfer is a Transfer identifying an output feature of the `source` to pick up items from and an input feature of the `target` to drop them off. They can start when items are available at the `source` and move or copy them to the `target`.

### General Types

Transfer

### Features

[no name] : Occurrence

[no name] : Occurrence

isMove : Boolean

isPush : Boolean

sourceOutputLink : BinaryLinkObject [1..\*]

targetInputLink : BinaryLinkObject [1..\*]

### Constraints

None.

### 9.2.7.2.3 FlowTransferBefore

#### Element

Interaction

#### Description

### General Types

TransferBefore

FlowTransfer

### Features

[no name] : Occurrence

[no name] : Occurrence

### Constraints

None.

### 9.2.7.2.4 flowTransfers

#### Element

Feature

### **Description**

### **General Types**

transfers  
FlowTransfer

### **Features**

[no name] : Occurrence

[no name] : Occurrence

### **Constraints**

None.

## **9.2.7.2.5 flowTransfersBefore**

### **Element**

Feature

### **Description**

### **General Types**

transfersBefore  
FlowTransferBefore

### **Features**

[no name] : Occurrence

[no name] : Occurrence

### **Constraints**

None.

## **9.2.7.2.6 MessageTransfer**

### **Element**

Interaction

### **Description**

A MessageTransfer is a Transfer that does not specify where items are picked up and dropped off (see FlowTransfer). They are sent by SendPerformances and accepted by AcceptPerformances.

### **General Types**

Transfer

## Features

[no name] : Occurrence

[no name] : Occurrence

## Constraints

None.

### 9.2.7.2.7 messageTransfers

## Element

Feature

## Description

## General Types

transfers

MessageTransfer

## Features

[no name] : Occurrence

[no name] : Occurrence

## Constraints

None.

### 9.2.7.2.8 SendPerformance

## Element

Behavior

## Description

SendPerformances are Performances that require an `outgoingTransferFromSelf` from a designated `sender` Occurrence (defaulting to `this`), carrying a given `sentItem`, optionally to a designated `receiver`.

## General Types

Performance

## Features

receiver : Occurrence [0..1]

receiver.incomingTransfersToSelf : Transfer [0..\*]

sender : Occurrence

sender.outgoingTransfersToSelf : Transfer [0..\*]

sentItem : Anything [0..\*]

sentTransfer : MessageTransfer {subsets sender.outgoingTransfersToSelf}

### Constraints

None.

### 9.2.7.2.9 Transfer

#### Element

Interaction

#### Description

A Transfer is a Performance and BinaryLink that carries items from its source to its target.

#### General Types

Performance

BinaryLink

#### Features

isInstant : Boolean

item : Anything [1..\*]

self : Transfer {redefines self}

source : Occurrence {redefines source}

sourceSendShot : Occurrence

target : Occurrence {redefines target}

targetReceiveShot : Occurrence

toTransferSources : Occurrence [0..\*] {subsets toSources}

toTransferTargets : Occurrence [0..\*] {subsets toTargets}

### Constraints

None.

### 9.2.7.2.10 TransferBefore

#### Element

Interaction

### **Description**

A TransferBefore is Transfer that happens after its `source` and before its `target`.

### **General Types**

Transfer  
HappensBefore

### **Features**

`source` : Occurrence {redefines `earlierOccurrence`, `source`}

`target` : Occurrence {redefines `laterOccurrence`, `target`}

`toTransferSources` : Occurrence [0..\*] {redefines `predecessors`, `toTransferSources`}

`toTransferTargets` : Occurrence [0..\*] {redefines `toTransferTargets`, `successors`}

Occurrences whose input is the target of a TransferBefore of items from this Occurrence.

### **Constraints**

None.

## **9.2.7.2.11 transfers**

### **Element**

Feature

### **Description**

### **General Types**

Transfer

### **Features**

[no name] : Occurrence

[no name] : Occurrence

### **Constraints**

None.

## **9.2.7.2.12 transfersBefore**

### **Element**

Feature

### **Description**

## General Types

TransferBefore  
transfers

## Features

[no name] : Occurrence

[no name] : Occurrence

## Constraints

None.

## 9.2.8 Feature Referencing Performances

### 9.2.8.1 Feature Referencing Performances Overview

The *FeatureReferencingPerformances* package defines Behaviors used to read and write values of a referenced Feature of an Occurrence as of the time the Performance of the Behavior ends.

### 9.2.8.2 Elements

#### 9.2.8.2.1 BooleanEvaluationResultMonitorPerformance

##### Element

##### Description

A BooleanEvaluationResultMonitorPerformance is a EvaluationResultMonitorPerformance that waits for changes in the `result` of a BooleanEvaluation identified by `onOccurrence`.

## General Types

EvaluationResultMonitorPerformance

## Features

afterValues : Boolean {redefines afterValues}

beforeValues : Boolean {redefines beforeValues}

monitoredOccurrence : BooleanEvaluation {subsets timeSlices, redefines monitoredOccurrence}

A `timeSlice` of `onOccurrence` during which its values for `result` change.

`onOccurrence` : BooleanEvaluation {redefines onOccurrence}

The BooleanEvaluation being monitored for changes in its `result` values.

`result` : Boolean {redefines result, nonunique}

Redefines BooleanEvaluation::`result` and `monitoredFeature`.

## Constraints

None.

### 9.2.8.2.2 BooleanEvaluationResultToMonitorPerformance

#### Element

#### Description

A `BooleanEvaluationResultToMonitorPerformance` is a `FeatureReferencingPerformance` that waits for the `result` of a `BooleanEvaluation` (identified by `onOccurrence`) to change to either true or false, as indicated by `isToTrue` (defaulting to true). If the `result` is already true (or false), the performance waits for the `result` to become false (or true) before waiting again for it to change back.

#### General Types

`FeatureReferencingPerformance`

#### Features

`afterValues` : `Boolean` {redefines values, nonunique}

The values of `monitoredFeature` for `onOccurrence` immediately after they change. Always the same as `isToTrue`.

`endWhen` : `HappensJustBefore`

See `FeatureMonitorPerformance::endWhen`. It is restricted to `HappensJustBefore` in `monitor1` and `monitor2`.

`isToTrue` : `Boolean`

`monitor1` : `BooleanEvaluationResultMonitorPerformance`

Waits for the `result` of `onOccurrence` to change.

`monitor2` : `BooleanEvaluationResultMonitorPerformance` [0..1]

Waits for the `result` of `onOccurrence` to change again, only if the change detected by `monitor1` was not the same as `isToTrue`.

`onOccurrence` : `BooleanEvaluation` {redefines onOccurrence}

The `BooleanEvaluation` being monitored for changes in its `result` values.

#### Constraints

`bertmpMonitor1ElseMonitor2`

`isEmpty(monitor2) == (monitor1.afterValues == isToTrue)`

### 9.2.8.2.3 EvaluationResultMonitorPerformance

#### Element



Behavior

### Description

An `EvaluationResultMonitorPerformance` is a `FeatureMonitorPerformance` that waits for changes in `result` of an `Evaluation` identified by `onOccurrence`. The Predicate being evaluated must be able to produce multiple `results` over time, for example by only using Binding (SelfLink) Connectors between Steps, rather than Successions or ItemFlows, including in its Step behaviors.

### General Types

`FeatureMonitorPerformance`

### Features

`monitoredOccurrence` : `Evaluation` {subsets `timeSlices`, redefines `monitoredOccurrence`}

A `timeSlice` of `onOccurrence` during which its values for `result` change.

`onOccurrence` : `Evaluation` {redefines `onOccurrence`}

The `Evaluation` being monitored for changes in its `result` values.

`result` : `Anything` [0..\*] {redefines `monitoredFeature`, nonunique}

Redefines `Evaluation::result` and `monitoredFeature`.

### Constraints

None.

## 9.2.8.2.4 FeatureAccessPerformance

### Element

Behavior

### Description

A `FeatureAccessPerformance` is a `FeatureReferencingPerformance` where `values` are all the values of `accessedFeature` for `onOccurrence` at the time the Performance ends. Specializations or usages of this narrow `accessedFeature` to particular features.

### General Types

`FeatureReferencingPerformance`

### Features

`accessedFeature` : `Anything` [0..\*] {nonunique}

Feature of `onOccurrence` that has `values` at the time this `FeatureAccessPerformance` ends.

`startingAt` : `Occurrence` {subsets `timeSlices`}

A timeslice of `onOccurrence` that starts when this `FeatureAccessPerformance` ends.

### Constraints

None.

### 9.2.8.2.5 FeatureMonitorPerformance

#### Element

Behavior

#### Description

A `FeatureMonitorPerformance` is a `FeatureReferencingPerformance` that waits for values of `monitoredFeature` to change on `onOccurrence` from what they were when the performance started. The values before and after the change are given by `beforeValues` and `afterValues`

#### General Types

`FeatureReferencingPerformance`

#### Features

`afterSnapshot` : `Occurrence` {subsets `snapshots`}

A `snapshot` of `monitoredOccurrence` just after its values for `monitoredFeature` change.

`afterValues` : `Anything` [0..\*] {redefines `values`}

The values of `monitoredFeature` for `monitoredOccurrence` immediately after they change

`beforeTimeSlice` : `Occurrence` {subsets `timeSlices`}

A `timeSlice` of `monitoredOccurrence`, starting at the same time, and ending just before its values for `monitoredFeature` change.

`beforeValues` : `Anything` [0..\*]

The values of `monitoredFeature` for `monitoredOccurrence` before any change

`endWhen` : `HappensBefore`

Succession (Connector typed by `HappensBefore`) from `afterSnapshot` to the `endShot` of this `FeatureMonitorPerformance`. Can be specialized to specify how soon the performance should end after the change in `monitoredFeature`.

`monitoredFeature` : `Anything` [0..\*] {nonunique}

The Feature being monitored for changes in values on `monitoredOccurrence`.

`monitoredOccurrence` : `Occurrence` {subsets `timeSlices`}

A `timeSlice` of `onOccurrence`, starting when this `FeatureMonitorPerformance` starts, during which the values of `monitoredFeature` change.

## Constraints

`fmpBeforeAfterValuesNotSame`

`not beforeValues == afterValues`

### 9.2.8.2.6 FeatureReadEvaluation

#### Element

Function

#### Description

A `FeatureReadEvaluation` is a `FeatureAccessPerformance` that is a `Function` providing as its result the values of `accessedFeature` of `onOccurrence` at the time the evaluation ends.

#### General Types

Evaluation

`FeatureAccessPerformance`

#### Features

`result` : `Anything` `[0..*]` {redefines `result`, `values`, `nonunique`}

Values of the Feature being accessed, as an `out` parameter.

#### Constraints

None.

### 9.2.8.2.7 FeatureReferencingPerformance

#### Element

Behavior

#### Description

A `FeatureReferencingPerformance` is a `Performance` generalizing other `Behaviors` relating to `values` of a `Feature` of `onOccurrence`, as specified in the specialized `Behaviors`.

#### General Types

`Performance`

#### Features

`onOccurrence` : `Occurrence`

An `Occurrence` that has `values` for a `Feature` determined in specializations of this behavior.

`values` : `Anything` `[0..*]` {`nonunique`}

Values of a Feature of `onOccurrence`, determined in specializations of this Behavior.

### Constraints

None.

## 9.2.8.2.8 FeatureWritePerformance

### Element

Behavior

### Description

A `FeatureWritePerformance` is a `FeatureAccessPerformance` that ensures the values of `onOccurrence` are exactly the `replacementValues` at the time the performance ends.

### General Types

`FeatureAccessPerformance`

### Features

`replacementValues` : Anything `[0..*]` {redefines values, nonunique}

Values of the Feature being accessed, as an `inout` parameter to replace all the values.

### Constraints

None.

## 9.2.9 Control Performances

### 9.2.9.1 Control Performances Overview

The *ControlPerformances* package defines Behaviors used to type Steps that control the sequencing of performance of other Steps, including the following.

*DecisionPerformances* are *Performances* used by ("decision") Steps to ensure that each *DecisionPerformance* (value) of the Step is the *earlierOccurrence* of exactly one *HappensBefore* link of the Successions going out of the Step. Successions going out of Steps typed by *DecisionPerformance* or its specializations must:

- have connector end multiplicities of 1 towards the Step, and 0..1 away from it.
- be included in a Feature of its `featuringBehavior` that unions (see [7.3.2.7](#)) all the outgoing Successions, and is bound to the *outgoingHBLink* of the Step (see [7.3.4.6](#) on feature chaining).

*MergePerformances* are *Performances* used by ("merge") Steps to ensure that each *MergePerformance* (value) of the Step is the *laterOccurrence* of exactly one *HappensBefore* link of the Successions coming into the step. Successions coming into Steps typed by *MergePerformance* or its specializations must:

- have connector end multiplicities of 1 towards the Step, and 0..1 away from it.
- subset a Feature of its `featuringBehavior` that unions all the incoming Successions, and is bound to the *incomingHBLink* of the Step.

*IfPerformances* are *Performances* that determine whether a clause occurs based on the result of a *BooleanEvaluation* (see [9.2.6.1](#)). Two specializations *IfThenPerformance* and *IfElsePerformance* have one clause each, *thenClause* and *elseClause*, respectively, that occur when the *BooleanEvaluation* is *true* or *false*, respectively. *IfThenElsePerformance* specializes both of these to have two clauses.

*LoopPerformances* are *Performances* with a *body* that occurs iteratively as determined by *BooleanEvaluations* *whileTest* and *untilTest*. The *body* occurs repeatedly in sequence (iteratively) as long as the result of *whileTest* is *true* before each iteration (and after the previous one, if any), and the result of *untilTest* is *false* after each iteration and before the next one (except after the last one, when it is *false*).

### 9.2.9.2 Elements

#### 9.2.9.2.1 DecisionPerformance

##### Element

Behavior

##### Description

A *DecisionPerformance* is a *Performance* that represents the selection of one of the *Successions* that have the *DecisionPerformance* behavior as their source. All such *Successions* must subset the *outgoingHBLink* feature of the source *DecisionPerformance*. For each instance of *DecisionPerformance*, the *outgoingHBLink* is an instance of exactly one of the *Successions*, ordering the *DecisionPerformance* as happening before an instance of the target of that *Succession*.

##### General Types

Performance

##### Features

*outgoingHBLink* : HappensBefore

Specializations subset this from the union of all successions going out of a decision step.

##### Constraints

None.

#### 9.2.9.2.2 IfElsePerformance

##### Element

Behavior

##### Description

An *IfElsePerformance* is an *IfPerformance* where *else* occurs after and only after the *ifTest* Evaluation result is not true.

##### General Types

IfPerformance

## Features

elseClause : Occurrence [0..1]

## Constraints

None.

### 9.2.9.2.3 IfPerformance

#### Element

Behavior

#### Description

An IfPerformance is a Performance that determines whether the `if` Evaluation `result` is true (by whether the `ifTrue` connector has a value).

#### General Types

Performance

## Features

ifTest : BooleanEvaluation

trueLiteral : LiteralEvaluation

## Constraints

None.

### 9.2.9.2.4 IfThenElsePerformance

#### Element

Behavior

#### Description

An IfThenElsePerformance is an IfThenPerformance and an IfElsePerformance.

#### General Types

IfElsePerformance

IfThenPerformance

## Features

None.

## Constraints

None.

#### 9.2.9.2.5 IfThenPerformance

##### Element

Behavior

##### Description

An IfThenPerformance is an IfPerformance where `then` occurs after and only after the `if` Evaluation result is true.

##### General Types

IfPerformance

##### Features

`thenClause` : Occurrence [0..1]

##### Constraints

None.

#### 9.2.9.2.6 LoopPerformance

##### Element

Behavior

##### Description

A LoopPerformance is a Performance where `body` occurs repeatedly in sequence (iterates) as long as the `while` evaluation result is true before each iteration (and after the previous one, except the first time) and the `until` evaluation result is not true after each iteration and before the next one (except the last one).

##### General Types

Performance

##### Features

`body` : Occurrence [0..\*]

`untilDecision` : IfElsePerformance [0..\*]

`untilTest` : BooleanEvaluation [0..\*]

`whileDecision` : IfThenPerformance [1..\*]

`whileTest` : BooleanEvaluation [1..\*]

##### Constraints

None.

### 9.2.9.2.7 MergePerformance

#### Element

Behavior

#### Description

A MergePerformance is a Performance that represents the merging of all Successions that target the MergePerformance behavior. All such Successions must subset the `incomingHBLink` feature of the target MergePerformance. For each instance of MergePerformance, the `incomingHBLink` is an instance of exactly one of the Successions, ordering the MergePerformance as happening after an instance of the source of that Succession.

#### General Types

Performance

#### Features

`incomingHBLink` : HappensBefore

Specializations subset this from the union of all successions coming into a merge step.

#### Constraints

None.

## 9.2.10 Transition Performances

### 9.2.10.1 Transition Performances Overview

The *TransitionPerformances* package contains a library model of the semantics of conditional transitions between *Occurrences*, including the performance of specified Behaviors when the transition occurs.

*TransitionPerformances* are *Performances* used to

- determine whether a Succession (see [7.4.6.4](#)) going out of an *Occurrence* Feature (`Succession::sourceFeature`) has values (*HappensBefore* links), based on values of `sourceFeature` (*Occurrences*) and other conditions, including ending of *Transfers*.
- perform specified Behaviors for each value of the Succession above.

The Succession constrained by a *TransitionPerformance* is specified by a Connector between the Succession and its `transitionStep`, a unique Step typed by *TransitionPerformance* or a specialization of it, of the same Behavior as the Succession. This connector is

- typed by an Association defined to give a value to the *transitionLink* of *TransitionPerformances*,
- has connector end multiplicity 0..1 on the Succession end and 1 on the *TransitionPerformance* Step end.

The connector end multiplicities above ensure every *HappensBefore* link of the Succession is paired with a unique *TransitionPerformance* that has its conditions satisfied for that *Link*, while all the other *TransitionPerformances* of `transitionStep` fail their conditions and have no values for *transitionLink*.

The `transitionStep` above is also connected to the Succession's `sourceFeature`, because conditions on the Succession depend on each *Occurrence* of its `sourceFeature` separately, which *TransitionPerformances* identify as their *transitionLinkSource*. This connector is



- typed by an Association defined to give a value to the *transitionLinkSource* of *TransitionPerformances*.
- with connector end multiplicity 1 on both ends.

The connector end multiplicities above ensure every *Occurrence* of the Succession's *sourceFeature* is paired with a unique *TransitionPerformance*, and vice-versa, that determines whether the Succession has a value (*HappensBefore* link) for that *Occurrence*.

*TransitionPerformances* with a *transitionLink* must satisfy these conditions:

- identify at least one *Transfer* as *trigger* that *targets triggerTarget*.
- all *Transfers* identified by *trigger* must happen before all *Evaluations* identified by *guard*.
- all *Evaluations* identified by *guard* must have *result* value *true*.

The *effect* of a *TransitionPerformance* can have values (*Performances*) only if the above conditions hold. The *effect Performances* must happen after the *guards* and before the *laterOccurrence* of *transitionLink*.

Usages of (Steps typed by) *TransitionPerformance* or its specializations can redefine or subset *guard* and *effect* to specify how they are carried out, as well as specify how *triggers* are identified. These usages can

- be steps of any Behavior (not only "state machines"), as well as constrain Successions going out of any kind of Step (not only those identifying *StatePerformances*, see [9.2.11.1](#)).
- employ any method of identifying *triggers*, including requiring none at all, as well as constraining *Transfer targets* to be, for example, the *StatePerformance* itself, or a *Performance* it is a *subperformance* of, or an *Object* enacting that *Performance*.

*TransitionPerformances* are either *StateTransitionPerformances* or *NonStateTransitionPerformances*, depending on whether the *transitionLinkSource* is a *StatePerformance* or not. Both ensure *guards* happen before the *laterOccurrence* of *transitionLink*, in case there are no *effects*, but do this in different ways. *NonStateTransitionPerformances* require their *guards* to happen after *transitionLinkSource* (see [9.2.11.1](#) about *StateTransitionPerformances*).

## 9.2.10.2 Elements

### 9.2.10.2.1 NonStateTransitionPerformance

#### Element

Behavior

#### Description

#### General Types

TransitionPerformance

#### Features

isTriggerAfter : Boolean

#### Constraints

None.

#### 9.2.10.2.2 TPCGuardConstraint

##### Element

Association

##### Description

##### General Types

BinaryLink

##### Features

constrainedGuard : Evaluation {redefines target}

constrainedHBLink : HappensBefore {redefines source}

guardedBy : Evaluation [0..\*] {redefines toTargets}

guards : HappensBefore [0..1] {redefines toSources}

true : Boolean

##### Constraints

None.

#### 9.2.10.2.3 TransitionPerformance

##### Element

Behavior

##### Description

##### General Types

Performance

##### Features

accept : AcceptPerformance [0..1] {subsets enclosedPerformances}

effect : Performance [0..\*] {subsets enclosedPerformances}

guard : Evaluation [0..\*] {subsets enclosedPerformances}

guardConstraint : TPCGuardConstraint [0..\*]

transitionLink : HappensBefore [0..1]

transitionLinkSource : Performance

trigger : MessageTransfer [0..\*]

triggerTarget : Occurrence

## Constraints

None.

## 9.2.11 State Performances

### 9.2.11.1 State Performances Overview

The *StatePerformance* package contains a library model for the semantics of state-based behavior, including *StatePerformances* and *StateTransitionPerformances*.

*StatePerformances* are *DecisionPerformances* (see [9.2.9.1](#)) that

- only have Steps defined in this library, or specialized from them.
- can identify *Transfers* that might be followed by taking the last of the above Steps (see *exit* below).

Usages of *StatePerformance* can specialize its library-defined Steps to specify how they are carried out, as well as how the *Transfers* above are identified. Any Behavior can use (have *steps* typed by) *StatePerformances*, not only "state machines".

The *StatePerformance* Steps defined in this library are:

- *entry* [1]: happens before all *Performances* of *middle*.
- *middle* [1..\*]: happen before the *exit Performance* (see below). Additional modeler-defined Steps must subset this one.
- *do* [1]: a *middle Performance* that starts before the others.
- *exit* [1]: happens after the end of *Transfers* identified by the *StatePerformance* (see *acceptable* below).

*StatePerformances* identify *Transfers* that happen before (potentially "trigger") their *exit* with these Features:

- *acceptable* [\*]: candidates for being identified as *accepted*.
- *accepted* [0..1]: one of the *acceptable* transfers that enables *exit* to start. This must have a value if *acceptable* does.

The *accepted Transfer* must end (arrive) during a *StatePerformance* when its *isTriggerDuring* is *true*.

*StateTransitionPerformances* are one way to determine which *Transfers* are *acceptable* to a *StatePerformance*. They are *TransitionPerformances* (see [9.2.10.1](#)) that

- have a *StatePerformance* as their *transitionLinkSource*.
- are the type of Steps connected to Successions (see [7.4.6.4](#)) going out of a *StatePerformance* Step (as in "state machines").

*StateTransitionPerformances* identify *MessageTransfers* (see [9.2.7.1](#)) by these Features:

- *acceptable* [\*]: candidates for being identified as *trigger*. This subsets *acceptable* of their *transitionLinkSource*.
- *trigger* [0..1]: one of the *acceptable* transfers. This subsets *accepted* of their *transitionLinkSource*.

The *trigger Transfer* must end (arrive) during the *transitionLinkSource* when *StateTransitionPerformanceisTriggerDuring* is *true*.

The Subsettings above enable a *StatePerformance* Step to constrain all the *StateTransitionPerformances* Steps connected to its outgoing Successions, including to decide which of the *MessageTransfers* *acceptable* to those *StateTransitionPerformances* will be *accepted* by the *StatePerformance* and *trigger* which outgoing Succession (will have a *HappenBeforeLink* value).

*StateTransitionPeformances* require their *guards* to happen after the *nonDoMiddle* Step of the *transitionLinkSource* (all the *middle Performances* except for *do*) and before the *exit* Step (compare to *NonStateTransitionPerformances* in [9.2.10.1](#)).

*StatePerformances* identify the *Transfer* that triggered a transition into it (a *StateTransitionPerformance trigger*), if any, by the Feature *incomingTransitionTrigger*.

Some Features of *Occurrences* constrain *StatePerformances* and *TransitionPerformances* composed under them, as sometimes needed in state machines:

- *incomingTransferSort* determines which *Transfer* should be *accepted* when multiple are *acceptable* ones, by comparing two *Transfers* at a time. It defaults to *earlierFirstIncomingTransferSort* for *Occurrences*, including *StatePerformances*, which is *true* if the first *Transfer* ends (arrives) before the other.
- *isDispatch* being *true* prevents the same *Transfer* from being *accepted* more than once by *StatePeformances* composed under *dispatchScope*, and prevents from being *accepted* at all any *acceptable Transfers* that are not *accepted* and are higher in *incomingTransferSort* order than the one that is. It defaults to *true* for *Performances*, including *StatePerformances*, and *false* for other *Occurrences*, while *dispatchScope* defaults to *thisPerformance* for *StatePerformances*, the top *Performance* (indirectly) composing the *StatePerformance* (see [9.2.6.2.13](#)), and *self* for other *Occurrences* (see [9.2.2.1](#)).
- *isRunToCompletion* being *true* prevents *TransitionPerformances* composed under *runToCompletionScope* from happening during *entry*. It defaults to the same as it is on *this* for *StatePerformances*, the *Object* directly composing *thisPerformance*, or *thisPerformance* if there is none (see [9.2.4.2.13](#)), and *true* for other *Occurrences*, while *runToCompletionScope* defaults to the same as it is on *this* for *StatePerformances*, and *self* for other *Occurrences*.

## 9.2.11.2 Elements

### 9.2.11.2.1 StatePerformance

**Element**

Behavior

**Description**

**General Types**

DecisionPerformance

**Features**

*acceptable* : MessageTransfer [0..\*] {union}

*accepted* : MessageTransfer [0..1] {subsets acceptable}

deferrable : MessageTransfer [0..\*] {subsets acceptable}

do : Performance {subsets middle}

entry : Performance {subsets timeEnclosedOccurrences}

exit : Performance {subsets timeEnclosedOccurrences}

incomingTransitionTrigger : MessageTransfer [0..1]

Transfer that triggered a transition into this state performance.

isTriggerDuring : Boolean

/middle : Performance [1..\*] {subsets timeEnclosedOccurrences, union}

/nonDoMiddle : Performance [0..\*] {subsets middle}

### Constraints

None.

## 9.2.11.2.2 StateTransitionPerformance

### Element

Behavior

### Description

### General Types

TransitionPerformance

### Features

acceptable : MessageTransfer [0..\*] {subsets triggerTarget.incomingTransfersToSelf, transitionLinkSource.acceptable}

isTriggerDuring : Boolean

transitionLinkSource : StatePerformance {redefines transitionLinkSource}

transitionLinkSource.acceptable : MessageTransfer [0..\*]

transitionLinkSource.accepted : MessageTransfer [0..1]

transitionLinkTarget : Occurrence [0..1]

trigger : MessageTransfer [0..1] {subsets acceptable, transitionLinkSource.accepted, redefines trigger}

triggerTarget.incomingTransfersToSelf : Transfer [0..\*]

### Constraints

None.

## 9.2.12 Clocks

### 9.2.12.1 Clocks Overview

This package models *Clocks* that provide an advancing numerical reference usable for quantifying the time of an *Occurrence*.

### 9.2.12.2 Elements

#### 9.2.12.2.1 BasicClock

##### Element

Structure

##### Description

A *BasicClock* is a *Clock* whose *currentTime* is a *Real* number.

##### General Types

Clock

##### Features

*currentTime* : Real {redefines *currentTime*}

##### Constraints

None.

#### 9.2.12.2.2 BasicDurationOf

##### Element

Function

##### Description

*BasicDurationOf* returns the *DurationOf* an *Occurrence* as a *Real* number relative to a *BasicClock*.

##### General Types

*DurationOf*

##### Features

*clock* : *BasicClock* {redefines *clock*}

Default is inherited *Occurrence::localClock*.

*duration* : Real {redefines *duration*}

*o* : *Occurrence* {redefines *o*}

## Constraints

None.

### 9.2.12.2.3 BasicTimeOf

## Element

Function

## Description

*BasicTimeOf* returns the *TimeOf* an *Occurrence* as a *Real* number relative to a *BasicClock*.

## General Types

TimeOf

## Features

clock : BasicClock {redefines clock}

Default is inherited *Occurrence::localClock*.

o : Occurrence {redefines o}

timeValue : Real {redefines timeInstant}

## Constraints

None.

### 9.2.12.2.4 Clock

## Element

Structure

## Description

A *Clock* provides a scalar *currentTime* that advances monotonically over its lifetime. *Clock* is an abstract base Structure that can be specialized for different kinds of time quantification (e.g., discrete time, continuous time, time with units, etc.).

## General Types

Object

## Features

currentTime : NumericalValue

A numerical time reference that advances over the lifetime of the *Clock*.

## Constraints

timeFlowConstraint

The *currentTime* of a snapshot of a *Clock* is equal to the *TimeOf* the snapshot relative to that *Clock*.

#### 9.2.12.2.5 DurationOf

##### Element

Function

##### Description

*DurationOf* returns the duration of a given *Occurrence* relative to a given *Clock*, which is equal to the *TimeOf* the end snapshot of the *Occurrence* minus the *TimeOf* its start snapshot.

##### General Types

Evaluation

##### Features

clock : Clock

Default is inherited *Occurrence::localClock*.

duration : NumericalValue

o : Occurrence

##### Constraints

None.

#### 9.2.12.2.6 TimeOf

##### Element

Function

##### Description

*TimeOf* returns a scalar *timeValue* for a given *Occurrence* relative to a given *Clock*. The *timeValue* is the time of the start of the *Occurrence*, which is considered to be synchronized with the snapshot of the *Clock* with a *currentTimeValue*.

##### General Types

Evaluation

##### Features

clock : Clock

Default is inherited *Occurrence::localClock*.



o : Occurrence

timeInstant : NumericalValue

### Constraints

startTimeConstraint

The *TimeOf* an *Occurrence* is equal to the time of its start snapshot.

timeContinuityConstraint

If one *Occurrence* happens immediately before another, then the *TimeOf* the end snapshot of the first *Occurrence* equals the *TimeOf* the second *Occurrence*.

timeOrderingConstraint

If one *Occurrence* happens before another, then the *TimeOf* the end snapshot of the first *Occurrence* is no greater than the *TimeOf* the second *Occurrence*.

### 9.2.12.2.7 universalClock

#### Element

Feature

#### Description

*universalClock* is a single *Clock* that can be used as a default universal time reference.

#### General Types

Clock  
objects

#### Features

None.

#### Constraints

None.

## 9.2.13 Observation

### 9.2.13.1 Observation Overview

This package models a framework for monitoring *Boolean* conditions and notifying registered observers when they change from false to true.

### 9.2.13.2 Elements

#### 9.2.13.2.1 CancelObservation

#### Element

Behavior

### **Description**

Cancel all observations of a given *ChangeSignal* for a given *Occurrence*.

### **General Types**

Performance

### **Features**

observer : *Occurrence*

signal : *ChangeSignal*

### **Constraints**

None.

## **9.2.13.2.2 ChangeMonitor**

### **Element**

Structure

### **Description**

A *ChangeMonitor* is a collection of ongoing *ChangeSignal* observations for various observer *Occurrences*. It provides convenient operations for starting and canceling the observations it manages.

### **General Types**

Object

### **Features**

cancelObservation : *CancelObservation* [0..\*]

Cancel all observations of a given *ChangeSignal* for a given *Occurrence*.

observations : *ObserveChange* [0..\*]

startObservation : *StartObservation* [0..\*]

Start an observation of a given *ChangeSignal* for a given *Occurrence*.

### **Constraints**

None.

## **9.2.13.2.3 ChangeSignal**

### **Element**

Structure

### Description

A *ChangeSignal* is a signal to be sent when the *Boolean* result of its *changeCondition* Expression changes from false to true.

### General Types

Object

### Features

signalCondition : BooleanEvaluation

A BooleanExpression whose result is being monitored.

signalMonitor : ChangeMonitor

The *ChangeMonitor* responsible for monitoring the *signalCondition*.

### Constraints

None.

#### 9.2.13.2.4 defaultMonitor

### Element

Feature

### Description

*defaultMonitor* is a single *ChangeMonitor* that can be used as a default.

### General Types

ChangeMonitor  
objects

### Features

None.

### Constraints

None.

#### 9.2.13.2.5 ObserveChange

### Element

Behavior

### Description

Each *Performance* of *ObserveChange* waits for the result of the *Boolean changeCondition* of a given *ChangeSignal* to change from false to true, and, when it does, sends the *ChangeSignal* to a given observer *Occurrence*.

### General Types

Performance

### Features

changeObserver : Occurrence

changeSignal : ChangeSignal

transfer : TransferBefore [0..1]

After waiting for the condition change (if necessary), then send *changeSignal* to *changeObserver*.

wait : IfThenPerformance

If the result of the *changeSignal.signalCondition* is false, then wait for it to become true:

```
in ifTest { not changeSignal.signalCondition() }
in thenClause : BooleanEvaluationResultToMonitorPerformance {
    in onOccurrence = changeSignal.signalCondition;
}
```

### Constraints

None.

## 9.2.13.2.6 StartObservation

### Element

Behavior

### Description

Start an observation of a given *ChangeSignal* for a given *Occurrence*.

### General Types

Performance

### Features

observer : Occurrence

signal : ChangeSignal

### Constraints

None.

## 9.2.14 Triggers

### 9.2.14.1 Triggers Overview

This package contains functions that return *ChangeSignals* for triggering when a *Boolean* condition changes from false to true, at a specific time or after a specific time delay.

### 9.2.14.2 Elements

#### 9.2.14.2.1 TimeSignal

##### Element

Structure

##### Description

A *TimeSignal* is a *ChangeSignal* whose condition is the *currentTime* of a given *Clock* reaching a specific *signalTime*.

##### General Types

ChangeSignal

##### Features

signalClock : Clock

The *Clock* whose *currentTime* is being monitored.

signalCondition : BooleanEvaluation {redefines signalCondition}

The *Boolean* condition of the *currentTime* of the *signalClock* being equal to the *signalTime*.

signalTime : NumericalValue

The time at which the *TimeSignal* should be sent.

##### Constraints

None.

#### 9.2.14.2.2 TriggerAfter

##### Element

Function

##### Description

*TriggerAfter* returns a monitored *TimeSignal* to be sent to a *receiver* after a certain time *delay* relative to a given *Clock*.

##### General Types

Evaluation

### Features

clock : Clock

The *Clock* to be used as the reference for the time *delay*. The default is the *localClock*, which will be bound when the function is invoked.

delay : NumericalValue

The time duration, relative to the *clock*, after which the *TimeSignal* is sent.

monitor : ChangeMonitor

The *ChangeMonitor* to be used to monitor the *TimeSignal* condition. The default is the *Observation::defaultMonitor*.

receiver : Occurrence

The *Occurrence* to which the *TimeSignal* is to be sent.

signal : TimeSignal

### Constraints

None.

## 9.2.14.2.3 TriggerAt

### Element

Function

### Description

*TriggerAt* returns a monitored *TimeSignal* to be sent to a *receiver* when the *currentTime* of a given *Clock* reaches a specific *time*.

### General Types

Evaluation

### Features

clock : Clock

The *Clock* to be used as the reference for the *timeInstant*. The default is the *localClock*, which will be bound when the function is invoked.

monitor : ChangeMonitor

The *ChangeMonitor* to be used to monitor the *TimeSignal* condition. The default is the *Observation::defaultMonitor*.

receiver : Occurrence

The *Occurrence* to which the *TimeSignal* is to be sent.

signal : TimeSignal

timeInstant : NumericalValue

The time instant, relative to the *clock*, at which the *TimeSignal* should be sent.

### Constraints

None.

## 9.2.14.2.4 TriggerWhen

### Element

Function

### Description

*TriggerWhen* returns a monitored *ChangeSignal* for a given *condition*, to be sent to a given *receiver* when the *condition* occurs.

### General Types

Evaluation

### Features

condition : BooleanEvaluation

The BooleanExpression to be monitored for changing from false to true.

monitor : ChangeMonitor

The *ChangeMonitor* to be used to monitor the *ChangeSignal* condition. The default is the *Observation::defaultMonitor*.

receiver : Occurrence

The *Occurrence* to which the *ChangeSignal* is to be sent.

signal : ChangeSignal

### Constraints

None.

## 9.2.15 SpatialFrames

### 9.2.15.1 SpatialFrames Overview

This package models spatial frames of reference for quantifying the position of points in a three-dimensional space.

## 9.2.15.2 Elements

### 9.2.15.2.1 CartesianCurrentDisplacementOf

#### Element

Function

#### Description

The *CurrentDisplacementOf* two Points relative to a *CartesianSpatialFrame* is a *CartesianThreeVectorValue*.

#### General Types

CurrentDisplacementOf

#### Features

clock : Clock {redefines clock}

displacementVector : CartesianThreeVectorValue {redefines displacementVector}

frame : CartesianSpatialFrame {redefines frame}

point1 : Point {redefines point1}

point2 : Point {redefines point2}

#### Constraints

None.

### 9.2.15.2.2 CartesianCurrentPositionOf

#### Element

Function

#### Description

The *CurrentPositionOf* a Point relative to a *CartesianSpatialFrame* is a *CartesianThreeVectorValue*.

#### General Types

CurrentPositionOf

#### Features

clock : Clock {redefines clock}

Defaults to the *localClock* of the *frame*.

frame : CartesianSpatialFrame {redefines frame}



point : Point {redefines point}

positionVector : CartesianThreeVectorValue {redefines positionVector}

### Constraints

None.

### 9.2.15.2.3 CartesianDisplacementOf

#### Element

Function

#### Description

The *DisplacementOf* two Points relative to a *CartesianSpatialFrame* is a *CartesianThreeVectorValue*.

#### General Types

DisplacementOf

#### Features

clock : Clock {redefines clock}

Defaults to the *localClock* of the *frame*.

displacementVector : CartesianThreeVectorValue {redefines displacementVector}

frame : CartesianSpatialFrame {redefines frame}

point1 : Point {redefines point1}

point2 : Point {redefines point2}

time : NumericalValue {redefines time}

### Constraints

None.

### 9.2.15.2.4 CartesianPositionOf

#### Element

Function

#### Description

The *PositionOf* a Point relative to a *CartesianSpatialFrame* is a *CartesianThreeVectorValue*.

#### General Types

PositionOf

## Features

clock : Clock {redefines clock}

Defaults to the *localClock* of the *frame*.

frame : CartesianSpatialFrame {redefines frame}

point : Point {redefines point}

positionVector : CartesianThreeVectorValue {redefines positionVector}

time : NumericalValue {redefines time}

## Constraints

None.

### 9.2.15.2.5 CartesianSpatialFrame

#### Element

Structure

#### Description

A *CartesianSpatialFrame* is a *SpatialFrame* relative to which all position and displacement vectors can be represented as *CartesianThreeVectorValues*.

#### General Types

SpatialFrame

#### Features

None.

#### Constraints

None.

### 9.2.15.2.6 CurrentDisplacementOf

#### Element

Function

#### Description

The *CurrentDisplacementOf* two *Points* relative to a *SpatialFrame* and *Clock* is the *DisplacementOf* the *Points* relative to the *SpacialFrame* at the *currentTime* of the *Clock*.

#### General Types

Evaluation

## Features

clock : Clock

Defaults to the *localClock* of the *frame*.

displacementVector : ThreeVectorValue

frame : SpatialFrame

point1 : Point

point2 : Point

## Constraints

None.

### 9.2.15.2.7 CurrentPositionOf

#### Element

Function

#### Description

The *CurrentPositionOf* a *Point* relative to a *SpatialFrame* and a *Clock* is the *PositionOf* the *Point* relative to the *SpatialFrame* at the *currentTime* of the *Clock*.

#### General Types

Evaluation

## Features

clock : Clock

Defaults to the *localClock* of the *frame*.

frame : SpatialFrame

point : Point

positionVector : ThreeVectorValue

## Constraints

None.

### 9.2.15.2.8 defaultFrame

#### Element

Feature

## Description

*defaultFrame* is a fixed *SpatialFrame* used as a universal default.

## General Types

SpatialFrame

## Features

None.

## Constraints

None.

### 9.2.15.2.9 DisplacementOf

## Element

Function

## Description

The *DisplacementOf* two *Points* relative to a *SpatialFrame*, at a specific *time* relative to a given *Clock*, is the *displacementVector* computed as the difference between the *PositionOf* the first *Point* and *PositionOf* the second *Point*, relative to that *SpatialFrame*, at that *time*.

## General Types

Evaluation

## Features

clock : Clock

Defaults to the *localClock* of the *frame*.

displacementVector : ThreeVectorValue

frame : SpatialFrame

point1 : Point

point2 : Point

time : NumericalValue

## Constraints

zeroDisplacementConstraint

If either *point1* or *point2* occurs within the other, then the *displacementVector* is the zero vector.

```
(point1.spaceTimeEnclosedOccurrences->includes(point2) or
point2.spaceTimeEnclosedOccurrences->includes(point1)) implies
  isZeroVector(displacementVector)
```

### 9.2.15.2.10 PositionOf

#### Element

Function

#### Description

The *PositionOf* a *Point* relative to a *SpatialFrame*, at a specific *time* relative to a given *Clock*, as a *positionVector* that is a *ThreeVectorValue*.

#### General Types

Evaluation

#### Features

clock : Clock

Defaults to the *localClock* of the *frame*.

frame : SpatialFrame

point : Point

positionVector : ThreeVectorValue

time : NumericalValue

#### Constraints

positionTimePrecondition

The given *point* must exist at the given *time*.

```
TimeOf(point.startShot) <= time and
time <= TimeOf(point.endShot)
```

spacePositionConstraint

The result *positionVector* is equal to the *PositionOf* the *Point* *spaceShot* of the frame that encloses the given *point*, at the given *time*.

```
(frame.spaceShots as Point)->forall{in p : Point;
  p.spaceTimeEnclosedOccurrences->includes(point) implies
  positionVector == PositionOf(p, time, frame)
}
```

### 9.2.15.2.11 SpatialFrame

#### Element

Structure

### Description

### General Types

Body

### Features

None.

### Constraints

None.

## 9.2.16 Metaobjects

### 9.2.16.1 Metaobjects Overview

This package defines Metaclasses and Features that are related to the typing of syntactic and semantic metadata.

### 9.2.16.2 Elements

#### 9.2.16.2.1 Metaobject

### Element

Metaclass

### Description

A *Metaobject* contains syntactic or semantic information about one or more *annotatedElements*. It is the most general Metaclass. All other Metaclasses must subclassify it directly or indirectly.

### General Types

Object

### Features

annotatedElement : Element [1..\*]

The Elements annotated by this *Metaobject*. This is set automatically when a *Metaobject* is instantiated as the value of a MetadataFeature.

### Constraints

None.

### 9.2.16.2.2 metaobjects

### Element

Feature

## Description

*metaobjects* is a specialization of *objects* restricted to type *Metaobject*. It is the most general *MetadataFeature*. All other *MetadataFeatures* must subset it directly or indirectly.

## General Types

objects  
Metaobject

## Features

None.

## Constraints

None.

### 9.2.16.2.3 SemanticMetadata

## Element

Metaclass

## Description

*SemanticMetadata* is *Metadata* that requires its single *annotatedType* to directly or indirectly specialize a *baseType* that models the semantics for the *annotatedType*.

## General Types

Metaobject

## Features

*annotatedElement* : Type {redefines *annotatedElement*}

The single *annotatedElement* of this *SemanticMetadata*, which must be a *Type*.

*baseType* : Type

The required base *Type* for the *annotatedType*.

## Constraints

None.

### 9.2.17 KerML

This package contains a reflective KerML model of the KerML abstract syntax. It is generated from the normative MOF abstract syntax model (see [8.3](#)) as follows.

1. The *KerML* model contains subpackages for *Root*, *Core*, and *Kernel*, but all elements are also imported into the top-level package, so they can be referenced directly from the *KerML* namespace.

2. A metaclass from the MOF model is mapped into a `Metaclass` in the KerML package.
  - The MOF metaclass name is mapped unchanged.
  - Generalizations of the MOF metaclass are mapped to `ownedSpecializations`.
  - All properties from the MOF metaclass are mapped to `features` of the corresponding KerML `Metaclass` (see below). All non-association-end properties are grouped before association-end properties.
3. A property from the MOF model is mapped into a `Feature`.
  - The following feature properties are set as appropriate:
    - `isAbstract = true` if the MOF property is a derived union
    - `isComposite = true` if the MOF property is composite.
    - `isReadonly = true` if the MOF property is read-only.
    - `isDerived = true` if the MOF property is derived.
  - The MOF property name is mapped unchanged.
  - The MOF property type is mapped to an `ownedTyping` relationship.
    - If the MOF property type is a primitive type, the relationship is to the corresponding type from the *ScalarValues* package (see [9.3.2](#)).
    - If the MOF property type is a metaclass, the relationship is to the corresponding reflective `Metaclass`.
  - The MOF property multiplicity is mapped to an `owned MultiplicityRange` with bounds given by `LiteralExpressions`.
  - Subsetted properties from the MOF property are mapped to `ownedSubsettings` of the corresponding reflective `Features`.
  - Redefined properties from the MOF property are mapped to `ownedRedefinitions` of the corresponding reflective `Features`.
  - If the MOF property is `annotatedElement`, then `Metaobject::annotatedElement` is added to the list of redefined properties for the mapping.
4. An enumeration from the MOF model is mapped into a `DataType`.
  - The MOF enumeration name is mapped unchanged.
  - Each enumeration literal from the MOF enumeration is mapped into a `ownedMember Feature` (*not* and `ownedFeature`).
    - The MOF enumeration literal name is mapped unchanged.
    - The member `Feature` is given an `owned MultiplicityRange` of `1..1`.

Note that associations are not mapped from the MOF model and, hence, non-navigable association-owned end properties are not included in the reflective model.

## 9.3 Data Type Library

### 9.3.1 Data Types Library Overview

The Data Types Library provides a standard set of commonly used `DataTypes` for scalar, vector and collection values.

### 9.3.2 Scalar Values

#### 9.3.2.1 Scalar Values Overview

This package contains a basic set of primitive scalar (non-collection) data types. These include *Boolean* and *String* types and a hierarchy of concrete *Number* types, from the most general type of *Complex* numbers to the most specific type of *Positive* integers.



### **9.3.2.2 Elements**

#### **9.3.2.2.1 Boolean**

##### **Element**

DataType

##### **Description**

Boolean is a ScalarValue type whose instances are true and false.

##### **General Types**

ScalarValue

##### **Features**

None.

##### **Constraints**

None.

#### **9.3.2.2.2 Complex**

##### **Element**

DataType

##### **Description**

Complex is the type of complex numbers.

##### **General Types**

Number

##### **Features**

None.

##### **Constraints**

None.

#### **9.3.2.2.3 Integer**

##### **Element**

DataType

##### **Description**

Integer is the type of mathematical integers, extended with values for positive and negative infinity.

### **General Types**

Rational

### **Features**

None.

### **Constraints**

None.

### **9.3.2.2.4 Natural**

#### **Element**

DataType

#### **Description**

Natural is the type of non-negative integers, extended with a value for positive infinity.

### **General Types**

DataValue

Integer

### **Features**

None.

### **Constraints**

None.

### **9.3.2.2.5 Number**

#### **Element**

DataType

#### **Description**

Number is the base type for all NumericalValue types that represent numbers.

### **General Types**

NumericalValue

### **Features**

None.

### **Constraints**

None.

#### **9.3.2.2.6 NumericalValue**

##### **Element**

DataType

##### **Description**

NumericalValue is the base type for all ScalarValue types that represent numerical values.

##### **General Types**

ScalarValue

##### **Features**

None.

##### **Constraints**

None.

#### **9.3.2.2.7 Positive**

##### **Element**

DataType

##### **Description**

Positive is the type of positive integers (not including zero), extended with a value for positive infinity.

##### **General Types**

Natural

##### **Features**

None.

##### **Constraints**

None.

#### **9.3.2.2.8 Rational**

##### **Element**

DataType

##### **Description**

Rational is the type of rational numbers, extended with values for positive and negative infinity.

## **General Types**

Real

## **Features**

None.

## **Constraints**

None.

### **9.3.2.2.9 Real**

## **Element**

DataType

## **Description**

Real is the type of mathematical (extended) real numbers. This includes both rational and irrational numbers, and values for positive and negative infinity.

## **General Types**

Complex

## **Features**

None.

## **Constraints**

None.

### **9.3.2.2.10 ScalarValue**

## **Element**

DataType

## **Description**

A ScalarValue is a DataValue whose instances are considered to be primitive, not collections or structures of other values.

## **General Types**

DataValue

## **Features**

None.

## **Constraints**

None.

#### 9.3.2.2.11 String

##### Element

DataType

##### Description

String is a `ScalarValue` type whose instances are strings of characters.

##### General Types

ScalarValue

##### Features

None.

##### Constraints

None.

### 9.3.3 Collections

#### 9.3.3.1 Collections Overview

This package defines a standard set of *Collection* data types. Unlike sequences of values defined directly using multiplicity, these data types allow for the possibility of collections as elements of collections.

#### 9.3.3.2 Elements

##### 9.3.3.2.1 Array

##### Element

DataType

##### Description

An `Array` is a fixed size, multi-dimensional `Collection` of which the `elements` are nonunique and ordered. Its `dimensions` specify how many dimensions the array has, and how many elements there are in each dimension. The `rank` is equal to the number of `dimensions`. The `flattenedSize` is equal to the total number of `elements` in the array.

Feature `elements` is a flattened sequence of all elements of an `Array` and can be accessed by a tuple of indices. The number of indices is equal to `rank`. The `elements` are packed according to row-major convention, as in the C programming language.

**Note 1.** Feature `dimensions` may be empty, which denotes a zero dimensional array, allowing an `Array` to collapse to a single element. This is useful to allow for specialization of an `Array` into a type restricted to represent a scalar. The `flattenedSize` of a zero dimensional array is 1.

**Note 2.** An Array can also represent the generalized concept of a mathematical matrix of any rank, i.e. not limited to rank two.

### General Types

OrderedCollection

### Features

dimensions : Positive [0..\*] {ordered, nonunique}

flattenedSize : Positive

rank : Natural

### Constraints

sizeConstraint

```
flattenedSize == size(elements)
```

#### 9.3.3.2.2 Bag

### Element

DataType

### Description

A Bag is a variable size Collection of which the `elements` are unordered and nonunique.

### General Types

Collection

### Features

None.

### Constraints

None.

#### 9.3.3.2.3 Collection

### Element

DataType

### Description

A Collection is an abstract DataType that represents a collection of elements of a given type.

A Collection is either mutable or immutable, or mutability is unspecified.

TODO: Decide on whether to add Mutability, and if so, how.

### **General Types**

Anything

### **Features**

elements : Anything [0..\*] {nonunique}

### **Constraints**

None.

#### **9.3.3.2.4 KeyValuePair**

### **Element**

DataType

### **Description**

A KeyValuePair is an abstract DataType that represents a tuple of a `key` and an associated value `val`.

### **General Types**

DataValue

### **Features**

key : Anything

val : Anything

### **Constraints**

None.

#### **9.3.3.2.5 List**

### **Element**

DataType

### **Description**

A Sequence is a variable size Collection of which the `elements` are nonunique and ordered.

### **General Types**

OrderedCollection

### **Features**

None.

## Constraints

None.

### 9.3.3.2.6 Map

#### Element

DataType

#### Description

A Map is a variable size Collection of which the `elements` are `KeyValuePairs`. The keys must be unique within in the Map. The values need not be unique.

#### General Types

UniqueCollection

#### Features

`elements` : `KeyValuePair` [0..\*] {redefines `elements`}

#### Constraints

None.

### 9.3.3.2.7 OrderedCollection

#### Element

DataType

#### Description

An `OrderedCollection` is a Collection of which the `elements` are ordered, and not necessarily unique).

#### General Types

Collection

#### Features

`elements` : `Anything` [0..\*] {redefines `elements`, ordered, nonunique}

#### Constraints

None.

### 9.3.3.2.8 OrderedMap

#### Element

DataType



## Description

An `OrderedMap` is a variable size `Map` that maintains ordering of its elements.

The ordering may be by key of the `KeyValuePair` elements, or by order of construction, or any other method. The essential aspect is that ordering is maintained and guaranteed across accesses to the `OrderedMap`.

## General Types

`Map`  
`OrderedCollection`

## Features

`elements` : `KeyValuePair [0..*]` {redefines `elements`, `ordered`}

## Constraints

None.

### 9.3.3.2.9 OrderedSet

## Element

`DataType`

## Description

An `OrderedSet` is a variable size `Collection` of which the `elements` are unique and ordered.

## General Types

`OrderedCollection`  
`UniqueCollection`

## Features

`elements` : `Anything [0..*]` {redefines `elements`, `ordered`}

## Constraints

None.

### 9.3.3.2.10 Set

## Element

`DataType`

## Description

A `Set` is a variable size `Collection` of which the `elements` are unique and unordered.

## General Types

UniqueCollection

### Features

None.

### Constraints

None.

#### 9.3.3.2.11 UniqueCollection

### Element

DataType

### Description

A UniqueCollection is a Collection of which the `elements` are unique, and not necessarily ordered).

### General Types

Collection

### Features

`elements` : Anything [0..\*] {redefines `elements`}

### Constraints

None.

## 9.3.4 Vector Values

### 9.3.4.1 Vector Values Overview

### 9.3.4.2 Elements

#### 9.3.4.2.1 CartesianThreeVectorValue

### Element

DataType

### Description

A *CartesianThreeVectorValue* is a *NumericalVectorValue* that is both Cartesian and has dimension 3.

### General Types

ThreeVectorValue  
CartesianVectorValue

### Features

None.

## Constraints

None.

### 9.3.4.2.2 CartesianVectorValue

#### Element

DataType

#### Description

A *CartesianVectorValue* is a *NumericalVectorValue* for which there are specific implementations in *VectorFunctions* of the abstract vector-space functions.

**Note:** The restriction of the element type to *Real* is to facilitate the complete definition of these functions.

#### General Types

NumericalVectorValue

#### Features

elements : Real [0..\*] {redefines elements}

#### Constraints

None.

### 9.3.4.2.3 NumericalVectorValue

#### Element

DataType

#### Description

A *NumericalVectorValue* is a kind of *VectorValue* that is specifically represented as a one-dimensional *Array* of *NumericalValues*. The dimension is allowed to be empty, permitting a *NumericalVectorValue* of rank 0, which is essentially isomorphic to a scalar *NumericalValue*.

#### General Types

Array

VectorValue

#### Features

dimension : Positive [0..1] {redefines dimensions}

elements : NumericalValue [0..\*] {redefines elements}

#### Constraints

None.

#### 9.3.4.2.4 ThreeVectorValue

##### Element

DataType

##### Description

A *ThreeVectorValue* is a *NumericalVectorValue* that has dimension 3.

##### General Types

NumericalVectorValue

##### Features

dimension : Positive [0..\*] {redefines elements}

##### Constraints

None.

#### 9.3.4.2.5 VectorValue

##### Element

DataType

##### Description

A *VectorValue* is an abstract data type whose values may be operated on using *VectorFunctions*.

##### General Types

None.

##### Features

None.

##### Constraints

None.

## 9.4 Function Library

The Function Library includes library models of basic *Functions* that operate on *DataTypes* from the Data Type Library (see [9.3](#)). The KerML operator expression notation translates to invocations of some of these library *Functions*. It is expected that other languages built on KerML will provide additional domain models as needed by their applications, which can include specializations of the library *Functions* for domain-specific *DataTypes*. The same KerML concrete syntax for *Expressions* can be used with these specialized *Functions* and *DataTypes*, extended with domain-specific semantics.

## 9.4.1 Function Library Overview

The Function Library includes library models of basic `Functions` that operate on `DataTypes` from the Data Type Library (see [9.3](#)). The KerML operator expression notation translates to invocations of some of these library `Functions`. It is expected that other languages built on KerML will provide additional domain models as needed by their applications, which can include specializations of the library `Functions` for domain-specific `DataTypes`. The same KerML concrete syntax for `Expressions` can be used with these specialized `Functions` and `DataTypes`, extended with domain-specific semantics.

## 9.4.2 Base Functions

### 9.4.2.1 Base Functions Overview

This package defines a basic set of `Functions` defined on all kinds of values. Most correspond to similarly named operators in the KerML expression notation.

### 9.4.2.2 Elements

```
abstract function '='{
  in x: Anything[0..1];
  in y: Anything[0..1];
  return : Boolean[1];
}

function '!='{
  in x: Anything[0..1];
  in y: Anything[0..1];
  return : Boolean[1] = not (x == y);
}

abstract function '==='{
  in x: Anything[0..1];
  in y: Anything[0..1];
  return : Boolean[1];
}

function '!=='{
  in x: Anything[0..1];
  in y: Anything[0..1];
  return : Boolean[1] = not (x === y);
}

function ToString{
  in x: Anything[0..1];
  return : String;
}

function '['{
  in x: Anything[0..*] nonunique;
  in y: Anything[0..*] nonunique;
  return : Anything[0..*] nonunique;
}

function '#{
  in seq: Anything[0..*] ordered nonunique;
  in index: Positive[1..*] ordered nonunique;
  return : Anything[0..1];
}
```

```

function ','{
  in seq1: Anything[0..*] ordered nonunique;
  seq2: Anything[0..*] ordered nonunique;
  return : Anything[0..*] ordered nonunique;
}

abstract function 'all'{
  return : Object[0..*];
}

abstract function 'istype'{
  in seq: Anything[0..*];
  abstract feature 'type': Anything;
  return : Boolean[1];
}

abstract function 'hastype'{
  in seq: Anything[0..*];
  abstract feature 'type': Anything;
  return : Boolean;
}

abstract function '@'{
  in seq: Anything[0..*];
  abstract feature 'type': Anything;
  return : Boolean[1];
}

abstract function '@@'{
  in seq: Metaobject[0..*];
  abstract feature 'type': Metaobject;
  return : Boolean[1];
}

abstract function 'as'{
  in seq: Anything[0..*] ordered nonunique;
  return : Anything[0..*] ordered nonunique;
}

abstract function 'meta'{
  in seq: Metaobject[0..*] ordered nonunique;
  return : Metaobject[0..*] ordered nonunique;
}

```

## 9.4.3 Data Functions

### 9.4.3.1 Data Functions Overview

This package defines the abstract base Functions corresponding to all the unary and binary operators in the KerML expression notation that might be defined on various kinds of DataValues.

### 9.4.3.2 Elements

```

abstract function '==' specializes BaseFunctions::'=='
  { in x: DataValue[0..1]; in y: DataValue[0..1]; return : Boolean[1]; }
abstract function '===' specializes BaseFunctions::'==='
  { in x: DataValue[0..1]; in y: DataValue[0..1]; return : Boolean[1]; }

abstract function '+'

```

```

    { in x: DataValue[1]; in y: DataValue[0..1]; return : DataValue[1]; }
abstract function '-'
    { in x: DataValue[1]; in y: DataValue[0..1]; return : DataValue[1]; }
abstract function '*'
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }
abstract function '/'
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }
abstract function '**'
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }
abstract function '^'
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }
abstract function '%'
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }

abstract function 'not'
    { in x: DataValue[1]; return : DataValue[1]; }
abstract function 'xor'
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }

abstract function '~'
    { in x: DataValue[1]; return : DataValue[1]; }
abstract function '|'
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }
abstract function '&'
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }

abstract function '<'
    { in x: DataValue[1]; in y: DataValue[1]; return : Boolean[1]; }
abstract function '>'
    { in x: DataValue[1]; in y: DataValue[1]; return : Boolean[1]; }
abstract function '<='
    { in x: DataValue[1]; in y: DataValue[1]; return : Boolean[1]; }
abstract function '>='
    { in x: DataValue[1]; in y: DataValue[1]; return : Boolean[1]; }

abstract function Max
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }
abstract function Min
    { in x: DataValue[1]; in y: DataValue[1]; return : DataValue[1]; }

abstract function '..'
    { in lower: DataValue[1]; in upper: DataValue[1]; return : DataValue[0..*] ordered; }

```

## 9.4.4 Scalar Functions

### 9.4.4.1 Scalar Functions Overview

This package defines abstract Functions that specialize the DataFunctions for use with ScalarValues.

#### 9.4.4.2 Elements

```

abstract function '+' specializes DataFunctions::'+'
    { in x: ScalarValue[1]; in y: ScalarValue[0..1]; return : ScalarValue[1]; }
abstract function '-' specializes DataFunctions::'-'
    { in x: ScalarValue[1]; in y: ScalarValue[0..1]; return : ScalarValue[1]; }
abstract function '*' specializes DataFunctions::'*'
    { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }
abstract function '/' specializes DataFunctions::'/'
    { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }

```

```

abstract function '*' specializes DataFunctions::'*'
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }
abstract function '^' specializes DataFunctions::'^'
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }
abstract function '%' specializes DataFunctions::'%'
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }

abstract function 'not' specializes DataFunctions::'not'
  { in x: ScalarValue[1]; return : ScalarValue[1]; }
abstract function 'xor' specializes DataFunctions::'xor'
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }

abstract function '~' specializes DataFunctions::~ '~'
  { in x: ScalarValue[1]; return : ScalarValue[1]; }
abstract function '|' specializes DataFunctions::'|'
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }
abstract function '&' specializes DataFunctions::'&'
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }

abstract function '<' specializes DataFunctions::'<'
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : Boolean[1]; }
abstract function '>' specializes DataFunctions::'>'
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : Boolean[1]; }
abstract function '<=' specializes DataFunctions::'<='
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : Boolean[1]; }
abstract function '>=' specializes DataFunctions::'>='
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : Boolean[1]; }

abstract function max specializes DataFunctions::Max
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }
abstract function min specializes DataFunctions::Min
  { in x: ScalarValue[1]; in y: ScalarValue[1]; return : ScalarValue[1]; }

abstract function '..' specializes DataFunctions::'..'
  { in lower: ScalarValue[1]; in upper: ScalarValue[1];
    return : ScalarValue[0..*]; }

```

## 9.4.5 Boolean Functions

### 9.4.5.1 Boolean Functions Overview

This package defines Functions on Boolean values, including those corresponding to (non-conditional) logical operators in the KerML expression notation.

### 9.4.5.2 Elements

```

function 'not' specializes ScalarFunctions::'not'
  { in x: Boolean[1]; return : Boolean[1]; }
function 'xor' specializes ScalarFunctions::'xor'
  { in x: Boolean[1]; in y: Boolean[1]; return : Boolean[1]; }

function '|' specializes ScalarFunctions::'|'
  { in x: Boolean[1]; in y: Boolean[1]; return : Boolean[1]; }
function '&' specializes ScalarFunctions::'&'
  { in x: Boolean[1]; in y: Boolean[1]; return : Boolean[1]; }

function '==' specializes DataFunctions::'=='
  { in x: Boolean[0..1]; in y: Boolean[0..1]; return : Boolean[1]; }

```



```
function ToString specializes BaseFunctions::ToString
  { in x: Boolean[1]; return : String[1]; }
function ToBoolean
  { in x: String[1]; return : Boolean[1]; }
```

## 9.4.6 String Functions

### 9.4.6.1 String Functions Overview

This package defines Functions on String values, including those corresponding to string concatenation and comparison operators in the KerML expression notation.

#### 9.4.6.2 Elements

```
function '+' specializes ScalarFunctions::'+'
  { in x: String[1]; in y:String[1]; return : String[1]; }

function Length
  { in x: String[1]; return : Natural[1]; }
function Substring
  { in x: String[1]; in lower: Integer[1]; in upper: Integer[1];
    return : String[1]; }

function '<' specializes ScalarFunctions::'<'
  { in x: String[1]; in y: String[1]; return : Boolean[1]; }
function '>' specializes ScalarFunctions::'>'
  { in x: String[1]; in y: String[1]; return : Boolean[1]; }
function '<=' specializes ScalarFunctions::'<='
  { in x: String[1]; in y: String[1]; return : Boolean[1]; }
function '>=' specializes ScalarFunctions::'>='
  { in x: String[1]; in y: String[1]; return : Boolean[1]; }

function '==' specializes DataFunctions::'=='
  { in x: String[0..1]; in y: String[0..1]; return : Boolean[1]; }

function ToString specializes BaseFunctions::ToString
  { in x: String[1]; }
```

## 9.4.7 Numerical Functions

### 9.4.7.1 Numerical Functions Overview

This package defines abstract Functions on Numerical values for general arithmetic and comparison operations.

#### 9.4.7.2 Elements

```
abstract function isZero
  { in x: NumericalValue[1]; return : Boolean; }
abstract function isUnit
  { in x : NumericalValue[1]; return : Boolean; }

abstract function abs
  { in x: NumericalValue[1]; return : NumericalValue[1]; }

abstract function '+' specializes ScalarFunctions::'+'
  { in x: NumericalValue[1]; in y: NumericalValue[0..1];
    return : NumericalValue[1]; }
abstract function '-' specializes ScalarFunctions::'-'
  { in x: NumericalValue[1]; in y: NumericalValue[0..1];
```

```

        return : NumericalValue[1]; }
abstract function '*' specializes ScalarFunctions::'*'
{ in x: NumericalValue[1]; in y: NumericalValue[1];
  return : NumericalValue[1]; }
abstract function '/' specializes ScalarFunctions:: '/'
{ in x: NumericalValue[1]; in y: NumericalValue[1];
  return : NumericalValue[1]; }
abstract function '**' specializes ScalarFunctions:: '**'
{ in x: NumericalValue[1]; in y: NumericalValue[1];
  return : NumericalValue[1]; }
abstract function '^' specializes ScalarFunctions:: '^'
{ in x: NumericalValue[1]; in y: NumericalValue[1];
  return : NumericalValue[1]; }
abstract function '%' specializes ScalarFunctions:: '%'
{ in x: NumericalValue[1]; in y: NumericalValue[1];
  return : NumericalValue[1]; }

abstract function '<' specializes ScalarFunctions:: '<'
{ in x: NumericalValue[1]; in y: NumericalValue[1]; return : Boolean[1]; }
abstract function '>' specializes ScalarFunctions:: '>'
{ in x: NumericalValue[1]; in y: NumericalValue[1]; return : Boolean[1]; }
abstract function '<=' specializes ScalarFunctions:: '<='
{ in x: NumericalValue[1]; in y: NumericalValue[1]; return : Boolean[1]; }
abstract function '>=' specializes ScalarFunctions:: '>='
{ in x: NumericalValue[1]; in y: NumericalValue[1]; return : Boolean[1]; }

abstract function max specializes ScalarFunctions:: max
{ in x: NumericalValue[1]; in y: NumericalValue[1];
  return : NumericalValue[1]; }
abstract function min specializes ScalarFunctions:: min
{ in x: NumericalValue[1]; in y: NumericalValue[1];
  return : NumericalValue[1]; }

abstract function sum
{ in collection: ScalarValue[0..*]; return : ScalarValue[1]; }
abstract function product
{ in collection: ScalarValue[0..*]; return : ScalarValue[1]; }

```

## 9.4.8 Complex Functions

### 9.4.8.1 Complex Functions Overview

This package defines Functions on Complex values, including concrete specializations of the general arithmetic and comparison operations.

#### 9.4.8.2 Elements

```

feature i: Complex[1] = rect(0.0, 1.0);

function rect
{ in re: Real[1]; in im: Real[1]; return : Complex[1]; }
function polar
{ in abs: Real[1]; in arg: Real[1]; return : Complex[1]; }

function re
{ in x: Complex[1]; return : Real[1]; }
function im
{ in x: Complex[1]; return : Real[1]; }

function isZero specializes NumericalFunctions:: isZero

```

```

    { in x : Complex[1]; return : Boolean[1]; }
function isUnit specializes NumericalFunctions::isUnit
    { in x : Complex[1]; return : Boolean[1]; }

function abs specializes NumericalFunctions::abs
    { in x: Complex[1]; return : Real[1]; }
function arg
    { in x: Complex[1]; return : Real[1]; }

function '+' specializes NumericalFunctions::'+'
    { in x: Complex[1]; in y: Complex[0..1]; return : Complex[1]; }
function '-' specializes NumericalFunctions::'-'
    { in x: Complex[1]; in y: Complex[0..1]; return : Complex[1]; }
function '*' specializes NumericalFunctions::'*'
    { in x: Complex[1]; in y: Complex[1]; return : Complex[1]; }
function '/' specializes NumericalFunctions::'/'
    { in x: Complex[1]; in y: Complex[1]; return : Complex[1]; }
function '**' specializes NumericalFunctions::'**'
    { in x: Complex[1]; in y: Complex[1]; return : Complex[1]; }
function '^' specializes NumericalFunctions::'^'
    { in x: Complex[1]; in y: Complex[1]; return : Complex[1]; }

function '==' specializes DataFunctions::'=='
    { in x: Complex[0..1]; in y: Complex[0..1]; return : Boolean[1]; }

function ToString specializes BaseFunctions::ToString
    { in x: Complex[1]; return : String[1]; }
function ToComplex
    { in x: String[1]; return : Complex[1]; }

function sum specializes NumericalFunctions::sum
    { in collection: Complex[0..*]; return : Complex[1]; }

function product specializes NumericalFunctions::product
    { in collection: Complex[0..*]; return : Complex[1]; }

```

## 9.4.9 Real Functions

### 9.4.9.1 Real Functions Overview

This package defines Functions on Real values, including concrete specializations of the general arithmetic and comparison operations.

### 9.4.9.2 Elements

```

function re :> ComplexFunctions::re
    { in x: Real[1]; return : Real[1] = x; }
function im :> ComplexFunctions::im
    { in x: Real[1]; return : Real[1] = 0.0; }

function abs specializes ComplexFunctions::abs
    { in x: Real[1]; return : Real[1]; }
function arg specializes ComplexFunctions::arg
    { in x: Real[1]; return : Real[1] = 0.0; }

function '+' specializes ComplexFunctions::'+'
    { in x: Real[1]; in y: Real[0..1]; return : Real[1]; }
function '-' specializes ComplexFunctions::'-'
    { in x: Real[1]; in y: Real[0..1]; return : Real[1]; }
function '*' specializes ComplexFunctions::'*'

```

```

    { in x: Real[1]; in y: Real[1]; return : Real[1]; }
function '/' specializes ComplexFunctions:: '/'
    { in x: Real[1]; in y: Real[1]; return : Real[1]; }
function '*' specializes ComplexFunctions:: '*'
    { in x: Real[1]; in y: Real[1]; return : Real[1]; }
function '^' specializes ComplexFunctions:: '^'
    { in x: Real[1]; in y: Real[1]; return : Real[1]; }

function '<' specializes NumericalFunctions:: '<'
    { in x: Real[1]; in y: Real[1]; return : Boolean[1]; }
function '>' specializes NumericalFunctions:: '>'
    { in x: Real[1]; in y: Real[1]; return : Boolean[1]; }
function '<=' specializes NumericalFunctions:: '<='
    { in x: Real[1]; in y: Real[1]; return : Boolean[1]; }
function '>=' specializes NumericalFunctions:: '>='
    { in x: Real[1]; in y: Real[1]; return : Boolean[1]; }

function max specializes NumericalFunctions:: max
    { in x: Real[1]; in y: Real[1]; return : Real[1]; }
function min specializes NumericalFunctions:: min
    { in x: Real[1]; in y: Real[1]; return : Real[1]; }

function '==' specializes ComplexFunctions:: '=='
    { in x: Real[0..1]; in y: Real[0..1]; return : Boolean[1]; }

function sqrt
    { in x: Real[1]; return : Real[1]; }

function floor
    { in x: Real[1]; return : Integer[1]; }
function round
    { in x: Real[1]; return : Integer[1]; }

function ToString specializes ComplexFunctions:: ToString
    { in x: Real[1]; return : String[1]; }
function ToInteger
    { in x: Real[1]; return : Integer[1]; }
function ToRational
    { in x: Real[1]; return : Rational[1]; }
function ToReal
    { in x: String[1]; return : Real[1]; }

function sum specializes ComplexFunctions:: sum
    { in collection: Real[0..*]; return : Real; }

function product specializes ComplexFunctions:: product
    { in collection: Real[0..*]; return : Real; }

```

## 9.4.10 Rational Functions

### 9.4.10.1 Rational Functions Overview

This package defines Functions on Rational values, including concrete specializations of the general arithmetic and comparison operations.

### 9.4.10.2 Elements

```

function rat
    { in numer: Integer[1]; in denum: Integer[1]; return : Rational[1]; }
function numer

```

```

    { in rat: Rational[1]; return : Integer[1]; }
function denom
    { in rat: Rational[1]; return : Integer[1]; }

function abs specializes RealFunctions::abs
    { in x: Rational[1]; return : Rational[1]; }

function '+' specializes RealFunctions::'+'
    { in x: Rational[1]; in y: Rational[0..1]; return : Rational[1]; }
function '-' specializes RealFunctions::'-'
    { in x: Rational[1]; in y: Rational[0..1]; return : Rational[1]; }
function '*' specializes RealFunctions::'*'
    { in x: Rational[1]; in y: Rational[1]; return : Rational[1]; }
function '/' specializes RealFunctions::'/'
    { in x: Rational[1]; in y: Rational[1]; return : Rational[1]; }
function '**' specializes RealFunctions::'**'
    { in x: Rational[1]; in y: Rational[1]; return : Rational[1]; }
function '^' specializes RealFunctions::'^'
    { in x: Rational[1]; in y: Rational[1]; return : Rational[1]; }

function '<' specializes RealFunctions::'<'
    { in x: Rational[1]; in y: Rational[1]; return : Boolean[1]; }
function '>' specializes RealFunctions::'>'
    { in x: Rational[1]; in y: Rational[1]; return : Boolean[1]; }
function '<=' specializes RealFunctions::'<='
    { in x: Rational[1]; in y: Rational[1]; return : Boolean[1]; }
function '>=' specializes RealFunctions::'>='
    { in x: Rational[1]; in y: Rational[1]; return : Boolean[1]; }

function max specializes RealFunctions::max
    { in x: Rational[1]; in y: Rational[1]; return : Rational[1]; }
function min specializes RealFunctions::min
    { in x: Rational[1]; in y: Rational[1]; return : Rational[1]; }

function '==' specializes RealFunctions::'=='
    { in x: Rational[0..1]; in y: Rational[0..1]; return : Boolean[1]; }

function gcd
    { in x: Rational[1]; in y: Rational[1]; return : Integer[1]; }

function floor specializes RealFunctions::floor
    { in x: Rational[1]; return : Integer[1]; }
function round specializes RealFunctions::round
    { in x: Rational[1]; return : Integer[1]; }

function ToString specializes RealFunctions::ToString
    { in x: Rational[1]; return : String[1]; }
function ToInteger
    { in x: Rational[1]; return : Integer[1]; }
function ToRational
    { in x: String[1]; return : Rational[1]; }

function sum specializes RealFunctions::sum
    { in collection: Rational[0..*]; return : Rational[1]; }

function product specializes RealFunctions::product
    { in collection: Rational[0..*]; return : Rational[1]; }

```

## 9.4.11 Integer Functions

### 9.4.11.1 Integer Functions Overview

This package defines Functions on Integer values, including concrete specializations of the general arithmetic and comparison operations.

### 9.4.11.2 Elements

```
function abs specializes RationalFunctions::abs
  { in x: Integer[1]; return : Natural[1]; }

function '+' specializes RationalFunctions::'+'
  { in x: Integer[1]; in y: Integer[0..1]; return : Integer[1]; }
function '-' specializes RationalFunctions::'-'
  { in x: Integer[1]; in y: Integer[0..1]; return : Integer[1]; }
function '*' specializes RationalFunctions::'*'
  { in x: Integer[1]; in y: Integer[1]; return : Integer[1]; }
function '/' specializes RationalFunctions::'/'
  { in x: Integer[1]; in y: Integer[1]; return : Rational[1]; }
function '**' specializes RationalFunctions::'**'
  { in x: Integer[1]; in y: Natural[1]; return : Integer[1]; }
function '^' specializes RationalFunctions::'^'
  { in x: Integer[1]; in y: Natural[1]; return : Integer[1]; }
function '%' specializes NumericalFunctions::'%'
  { in x: Integer[1]; in y: Integer[1]; return : Integer[1]; }

function '<' specializes RationalFunctions::'<'
  { in x: Integer[1]; in y: Integer[1]; return : Boolean[1]; }
function '>' specializes RationalFunctions::'>'
  { in x: Integer[1]; in y: Integer[1]; return : Boolean[1]; }
function '<=' specializes RationalFunctions::'<='
  { in x: Integer[1]; in y: Integer[1]; return : Boolean[1]; }
function '>=' specializes RationalFunctions::'>='
  { in x: Integer[1]; in y: Integer[1]; return : Boolean[1]; }

function max specializes RationalFunctions::max
  { in x: Integer[1]; in y: Integer[1]; return : Integer[1]; }
function min specializes RationalFunctions::min
  { in x: Integer[1]; in y: Integer[1]; return : Integer[1]; }

function '==' specializes DataFunctions::'=='
  { in x: Integer[0..1]; in y: Integer[0..1]; return : Boolean[1]; }

function '..' specializes ScalarFunctions::'..'
  { in lower: Integer[1]; in upper: Integer[1]; return : Integer[0..*]; }

function ToString specializes RationalFunctions::ToString
  { in x: Integer[1]; return : String[1]; }
function ToNatural
  { in x: Integer[1]; return : Natural[1]; }
function ToInteger
  { in x: String[1]; return : Integer[1]; }

function sum specializes RationalFunctions::sum
  { in collection: Integer[0..*]; return : Integer[1]; }

function product specializes RationalFunctions::product
  { in collection: Integer[0..*]; return : Integer[1]; }
```

### 9.4.12 Natural Functions

### 9.4.12.1 Natural Functions Overview

This package defines Functions on Natural values, including concrete specializations of the general arithmetic and comparison operations.

### 9.4.12.2 Elements

```
function '+' specializes IntegerFunctions::'+'  
  { in x: Natural[1]; in y: Natural[0..1]; return : Natural[1]; }  
function '*' specializes IntegerFunctions::'*'  
  { in x: Natural[1]; in y: Natural[1]; return : Natural[1]; }  
function '/' specializes IntegerFunctions:: '/'  
  { in x: Natural[1]; in y: Natural[1]; return : Natural[1]; }  
function '%' specializes IntegerFunctions::'%'  
  { in x: Natural[1]; in y: Natural[1]; return : Natural[1]; }  
  
function '<' specializes IntegerFunctions:: '<'  
  { in x: Natural[1]; in y: Natural[1]; return : Boolean[1]; }  
function '>' specializes IntegerFunctions:: '>'  
  { in x: Natural[1]; in y: Natural[1]; return : Boolean[1]; }  
function '<=' specializes IntegerFunctions:: '<='  
  { in x: Natural[1]; in y: Natural[1]; return : Boolean[1]; }  
function '>=' specializes IntegerFunctions:: '>='  
  { in x: Natural[1]; in y: Natural[1]; return : Boolean[1]; }  
  
function max specializes IntegerFunctions::max  
  { in x: Natural[1]; in y: Natural[1]; return : Natural[1]; }  
function min specializes IntegerFunctions::min  
  { in x: Natural[1]; in y: Natural[1]; return : Natural[1]; }  
  
function '==' specializes IntegerFunctions:: '=='  
  { in x: Natural[0..1]; in y: Natural[0..1]; return : Boolean[1]; }  
  
function ToString specializes IntegerFunctions::ToString  
  { in x: Natural[1]; return : String[1]; }  
function ToNatural  
  { in x: String[1]; return : Natural[1]; }
```

## 9.4.13 Trig Functions

### 9.4.13.1 Trig Functions Overview

This package defines basic trigonometric functions on real numbers.

### 9.4.13.2 Elements

```
feature pi : Real;  
inv piPrecision { RealFunctions::round(pi * 1E20) == 314159265358979323846.0 }  
  
function deg {  
  in theta_rad : Real[1];  
  return : Real[1] = theta_rad * 180 / pi;  
}  
function rad {  
  in theta_deg : Real;  
  return : Real[1] = theta_deg * pi / 180;  
}  
  
datatype UnitBoundedReal :> Real {
```

```

    inv unitBound { -1.0 <= that & that <= 1.0 }
}

function sin {
    in theta : Real[1];
    return : UnitBoundedReal[1];
}
function cos {
    in theta : Real[1];
    return : UnitBoundedReal[1];
}
function tan {
    in theta : Real[1];
    return : Real = sin(theta) / cos(theta);
}
function cot {
    in theta : Real;
    return : Real = cos(theta) / sin(theta);
}

function arcsin {
    in x : UnitBoundedReal[1];
    return : Real[1];
}
function arccos {
    in x : UnitBoundedReal[1];
    return : Real[1];
}
function arctan {
    in x : Real[1];
    return : Real[1];
}

```

## 9.4.14 Sequence Functions

### 9.4.14.1 Sequence Functions Overview

This package defines Functions that operate on general sequences of values. (For Functions that operate on Collection values, see CollectionFunctions.)

### 9.4.14.2 Elements

```

function '#' specializes BaseFunctions::'#' {
    in seq: Anything[0..*] ordered nonunique;
    in index: Positive[1];
    return : Anything[0..1];
}

function equals{
    in x: Anything[0..*] ordered nonunique;
    in y: Anything[0..*] ordered nonunique;
    return : Boolean[1];
}

function same{
    in x: Anything[0..*] ordered nonunique;
    in y: Anything[0..*] ordered nonunique;
    return : Boolean[1];
}

```



```

function size{
  in seq: Anything[0..*] nonunique;
  return : Natural[1];
}
function isEmpty{
  in seq: Anything[0..*] nonunique;
  return : Boolean[1];
}
function notEmpty{
  in seq: Anything[0..*] nonunique;
  return : Boolean[1];
}
function includes{
  in seq1: Anything[0..*] nonunique;
  in seq2: Anything[0..*] nonunique;
  return : Boolean[1];
}
function includesOnly{
  in seq1: Anything[0..*] nonunique;
  in seq2: Anything[0..*] nonunique;
  return : Boolean[1];
}
function excludes{
  in seq1: Anything[0..*] nonunique;
  in seq2: Anything[0..*] nonunique;
  return : Boolean[1];
}

function union{
  in seq1: Anything[0..*] ordered nonunique;
  in seq2: Anything[0..*] ordered nonunique;
  return : Anything[0..*] ordered nonunique;
}
function intersection{
  in seq1: Anything[0..*] ordered nonunique;
  in seq2: Anything[0..*] ordered nonunique;
  return : Anything[0..*] ordered nonunique;
}
function including{
  in seq1: Anything[0..*] ordered nonunique;
  in seq2: Anything[0..*] ordered nonunique;
  return : Anything[0..*] ordered nonunique;
}

function includingAt{
  in seq1: Anything[0..*] ordered nonunique;
  in seq2: Anything[0..*] ordered nonunique;
  in index: Positive[1];
  return : Anything[0..*] ordered nonunique;
}

function excluding{
  in seq1: Anything[0..*] ordered nonunique;
  in seq2: Anything[0..*] ordered nonunique;
  return : Anything[0..*] ordered nonunique;
}

function excludingAt{
  in seq1: Anything[0..*] ordered nonunique;
  in seq2: Anything[0..*] ordered nonunique;

```

```

    in startIndex: Positive[1];
    in endIndex: Positive[1] default startIndex;
    return : Anything[0..*] ordered nonunique;
}

function subsequence{
    in seq: Anything[0..*] ordered nonunique;
    in startIndex: Positive[1];
    in endIndex: Positive[1] default size(seq);
    return : Anything[0..*];
}

function head{
    in seq: Anything[0..*] ordered nonunique;
    return : Anything[0..1] = seq[1];
}

function tail{
    in seq: Anything[0..*] ordered nonunique;
    return : Anything[0..*] ordered nonunique;
}

function last{
    in seq: Anything[0..*] ordered nonunique;
    return : Anything[0..1];
}

behavior add {
    inout seq: Anything[0..*] ordered nonunique;
    in values: Anything[0..*] ordered nonunique;
}

behavior addAt {
    inout seq: Anything[0..*] ordered nonunique;
    in values: Anything[0..*] ordered nonunique;
    in index: Positive[1];
}

behavior remove{
    inout seq: Anything[0..*] ordered nonunique;
    in values: Anything[0..*];
}

behavior removeAt{
    inout seq: Anything[0..*] ordered nonunique;
    in startIndex: Positive[1];
    in endIndex: Positive[1] default startIndex;
}

```

## 9.4.15 Collection Functions

### 9.4.15.1 Collection Functions Overview

This package defines Functions on Collections (as defined in the Collections package). For Functions on general sequences of values, see the SequenceFunctions package.

### 9.4.15.2 Elements

```

function '==' specializes BaseFunctions::'==' {
    in col1: Collection[0..1];
    in col2: Collection[0..1];
    return : Boolean[1];
}

function size {
    in col: Collection[1];

```

```

    return : Natural[1];
}

function isEmpty {
    in col: Collection[1];
    return : Boolean[1];
}

function notEmpty {
    in col: Collection[1];
    return : Boolean[1];
}

function contains {
    in col: Collection[1];
    in values: Anything[*];
    return : Boolean[1];
}

function containsAll {
    in col1: Collection[1];
    in col2: Collection[2];
    return : Boolean[1];
}

function head {
    in col: OrderedCollection[1];
    return : Anything[0..1];
}

function tail {
    in col: OrderedCollection[1];
    return : Anything[0..*] ordered nonunique;
}

function last {
    in col: OrderedCollection[1];
    return : Anything[0..1];
}

function '#' specializes BaseFunctions::'#' {
    in col: OrderedCollection[1];
    in index: Positive[1];
    return : Anything[0..1];
}

function 'array#' specializes BaseFunctions::'#' {
    in arr: Array[1];
    in indexes: Positive[n] ordered nonunique;
    return : Anything[0..1];
    private feature n: Natural[1] = arr.rank;
}

```

## 9.4.16 Vector Functions

### 9.4.16.1 Vector Functions Overview

This package defines abstract functions on *VectorValues* corresponding to the algebraic operations provided by a vector space with inner product. It also includes concrete implementations of these functions specifically for *CartesianVectorValues*.

### 9.4.16.2 Elements

```
abstract function isZeroVector {
  doc
  /*
   * Return whether a VectorValue is a zero vector.
   */

  in v: VectorValue[1];
  return : Boolean[1];
}

abstract function '+' specializes DataFunctions::'+' {
  doc
  /*
   * With two arguments, returns the sum of two VectorValues.
   * With one argument, returns that VectorValue.
   */

  in v: VectorValue[1];
  in w: VectorValue[0..1];
  return u: VectorValue[1];
  inv zeroAddition { w == null or isZeroVector(w) implies u == w }
  inv commutivity { w != null implies u == w + v }
}

abstract function '-' specializes DataFunctions::-'-' {
  doc
  /*
   * With two arguments, returns the difference of two VectorValues.
   * With one arguments, returns the inverse
   * of the given VectorValue, that is, the VectorValue that,
   * when added to the original VectorValue, results in
   * the zeroVector.
   */

  in v: VectorValue[1];
  in w: VectorValue[0..1];
  return u: VectorValue[1];
  inv negation { w == null implies isZeroVector(v + u) }
  inv difference { w != null implies v + u == w }
}

abstract function sum0 {
  doc
  /*
   * Return the sum of a collection of VectorValues.
   * If the collection is empty, return a given zero vector.
   */

  in coll: VectorValue[*] nonunique;
  in zero: VectorValue[1];
  inv precondition { isZeroVector(zero) }
```

```

    return s: VectorValue[1] = coll->reduce '+' ?? zero;
}

/* Functions specific to NumericalVectorValues. */

function VectorOf {
  doc
  /*
   * Construct a NumericalVectorValue whose elements are a
   * non-empty list of component NumericalValues.
   * The dimension of the NumericalVectorValue is equal to
   * the number of components.
   */

  in components: NumericalValue[1..*] ordered nonunique;
  return : NumericalVectorValue[1] {
    :>> dimension = size(components);
    :>> elements = components;
  }
}

abstract function scalarVectorMult specializes DataFunctions::'*' {
  doc
  /*
   * Scalar product of a NumericalValue and a NumericalVectorValue.
   */

  in x: NumericalValue[1];
  in v: NumericalVectorValue[1];
  return w: NumericalVectorValue[1];
  inv scaling { norm(w) == x * norm(v) }
  inv zeroLength { isZeroVector(w) implies isZero(norm(w)) }
}
alias '*' for scalarVectorMult;

abstract function vectorScalarMult specializes DataFunctions::'*' {
  doc
  /*
   * Scalar product of a NumericalVectorValue and a NumericalValue,
   * which has the same value as the scalar product of the
   * NumericalValue and the NumericalVectorValue.
   */

  in v: NumericalVectorValue[1];
  in x: NumericalValue[1];
  return w: NumericalVectorValue[1] = scalarVectorMult(x, v);
}

abstract function vectorScalarDiv specializes DataFunctions:: '/' {
  doc
  /*
   * Scalar quotient of a NumericalVectorValue and a NumericalValue,
   * defined as the scalar product of the inverse of the
   * NumericalValue and the NumericalVectorValue.
   */

  in v: NumericalVectorValue[1];
  in x: NumericalValue[1];
  return w: NumericalVectorValue[1] = scalarVectorMult(1.0 / x, v);
}

```

```

abstract function inner specializes DataFunctions::'*' {
  doc
  /*
   * Inner product of two NumericalVectorValues.
   */

  in v: NumericalVectorValue[1];
  in w: NumericalVectorValue[1];
  return x: NumericalValue[1];
  inv commutivity { x == inner(w, v) }
  inv zeroInner { isZeroVector(v) or isZeroVector(w) implies isZero(x) }
}

abstract function norm {
  doc
  /*
   * The norm (magnitude) of a NumericalVectorValue, as a NumericalValue.
   */

  in v: NumericalVectorValue[1];
  return l : NumericalValue[1];
  inv squareNorm { l * l == inner(v,v) }
  inv lengthZero { isZero(l) == isZeroVector(v) }
}

abstract function angle {
  doc
  /*
   * The angle between two NumericalVectorValues, as a NumericalValue.
   */

  in v: NumericalVectorValue[1];
  in w: NumericalVectorValue[1];
  return theta: NumericalValue[1];
  inv commutivity { theta == angle(w, v) }
  inv lengthInsensitive { theta == angle(w / norm(w), v / norm(v)) }
}

/* Specialized functions with concrete definitions for CartesianVectorValues. */

function CartesianVectorOf {
  doc
  /*
   * Construct a CartesianVectorValue whose elements are
   * a non-empty list of Real components.
   * The dimension of the NumericalVectorValue is equal
   * to the number of components.
   */

  in components: Real[*] ordered nonunique;
  return : CartesianVectorValue[1] {
    :>> dimension = size(components);
    :>> elements = components;
  }
}

function CartesianThreeVectorOf specializes CartesianVectorOf {
  in components: Real[3] ordered nonunique;
  return : CartesianThreeVectorValue[1];
}

```

```

feature cartesianZeroVector: CartesianVectorValue[3] =
  (
    CartesianVectorOf(0.0),
    CartesianVectorOf((0.0, 0.0)),
    CartesianThreeVectorOf((0.0, 0.0, 0.0))
  ) {
  doc
  /*
  * Cartesian zero vectors of 1, 2 and 3 dimensions.
  */
}
feature cartesian3DZeroVector: CartesianThreeVectorValue[1] =
  cartesianZeroVector[3];

function isCartesianZeroVector specializes isZeroVector {
  doc
  /*
  * A CartesianVectorValue is a zero vector if all its elements are zero.
  */

  in v: CartesianVectorValue[1];
  return : Boolean[1] = v.elements->forall{in x; x == 0.0};
}

function 'cartesian+' specializes '+' {
  in v: CartesianVectorValue[1];
  in w: CartesianVectorValue[0..1];
  inv precondition { w != null implies v.dimension == w.dimension }
  return u: CartesianVectorValue[1] =
    if w == null? v
    else CartesianVectorOf(
      (1..w.dimension)->collect{in i : Positive; v[i] + w[i]}
    );
}

function 'cartesian-' specializes '-' {
  in v: CartesianVectorValue[1];
  in w: CartesianVectorValue[0..1];
  inv precondition { w != null implies v.dimension == w.dimension }
  return u: CartesianVectorValue[1] =
    CartesianVectorOf(
      if w == null?
        CartesianVectorOf(v.elements->collect{in x : Real; -x})
      else CartesianVectorOf(
        (1..v.dimension)->collect{in i : Positive; v[i] - w[i]}
      )
    );
}

function cartesianScalarVectorMult specializes scalarVectorMult {
  in x: Real[1];
  in v: CartesianVectorValue[1];
  return w: CartesianVectorValue[1] =
    CartesianVectorOf(
      v.elements->collect{in y : Real; x * y}
    );
}

function cartesianVectorScalarMult specializes vectorScalarMult {
  in v: CartesianVectorValue[1];

```

```

    in x: Real[1];
    return w: CartesianVectorValue[1] = cartesianScalarVectorMult(x, v);
}

function cartesianInner specializes inner {
    in v: CartesianVectorValue[1];
    in w : CartesianVectorValue[1];
    inv precondition { v.dimension == w.dimension }
    return x: Real[1] =
        (1..v.dimension)->collect{in i : Positive; v[i] * w[i]}->reduce RealFunctions::'+';
}

function cartesianNorm specializes norm {
    in v: CartesianVectorValue[1];
    return l : NumericalValue[1] = sqrt(cartesianInner(v, v));
}

function cartesianAngle specializes angle {
    in v: CartesianVectorValue[1]; in w: CartesianVectorValue[1];
    inv precondition { v.dimension == w.dimension }
    return theta: Real[1] = arccos(cartesianInner(v, w) / (norm(v) * norm(w)));
}

function sum {
    in coll: CartesianThreeVectorValue[*];
    return : CartesianThreeVectorValue[1] = sum0(coll, cartesian3DZeroVector);
}

```

## 9.4.17 Control Functions

### 9.4.17.1 Control Functions Overview

This package defines Functions that correspond to operators in the KerML expression notation for which one or more operands are Expressions whose evaluation is determined by another operand.

### 9.4.17.2 Elements

```

abstract function '.' {
    in feature source : Anything[0..*] nonunique {
        abstract feature target : Anything[0..*] nonunique;
    }
    private feature chain chains source.target;
    chain
}

abstract function 'if' {
    in test: Boolean[1];
    in expr thenValue[0..1] { return : Anything[0..*] ordered nonunique; }
    in expr elseValue[0..1] { return : Anything[0..*] ordered nonunique; }
    return : Anything[0..*] ordered nonunique;
}

abstract function '??' {
    in firstValue: Anything[0..*] ordered nonunique;
    in expr secondValue[0..1] { return : Anything[0..*] ordered nonunique; }
    return : Anything[0..*] ordered nonunique;
}

function 'and' {
    in firstValue: Boolean[1];

```



```

    in expr secondValue[0..1] { return : Boolean[1]; }
    return : Boolean[1];
}

function 'or'{
    in firstValue: Boolean[1];
    in expr secondValue[0..1] { return : Boolean[1]; }
    return : Boolean[1];
}

function 'implies'{
    in firstValue: Boolean[1];
    in expr secondValue[0..1] { return : Boolean[1]; }
    return : Boolean[1];
}

abstract function collect {
    in collection: Anything[0..*] ordered nonunique;
    in expr mapper[0..*] {
        in argument: Anything[1];
        return : Anything[0..*] ordered nonunique;
    }
    return : Anything[0..*] ordered nonunique;
}

abstract function select {
    in collection: Anything[0..*] ordered nonunique;
    in expr selector[0..*] {
        in argument: Anything[1];
        return : Boolean[1];
    }
    return : Anything[0..*] ordered nonunique;
}

function selectOne {
    in collection: Anything[0..*] ordered nonunique;
    in expr selector1[0..*] {
        in argument: Anything[1];
        return : Boolean[1]; }
    return : Anything[0..1] =
        collection->select {in x; selector1(x)}[1];
}

abstract function reject{
    in collection: Anything[0..*] ordered nonunique;
    in expr rejector[0..*] {
        in argument: Anything[1];
        return : Boolean[1];
    }
    return : Anything[0..*] ordered nonunique;
}

abstract function reduce {
    in collection: Anything[0..*] ordered nonunique;
    in expr reducer[0..*] {
        in firstArg: Anything[1];
        in secondArg: Anything[1];
        return : Anything[1];
    }
    return : Anything[0..*] ordered nonunique;
}

```

```

}

abstract function forAll {
  in collection: Anything[0..*] ordered nonunique;
  in expr test[0..*] {
    in argument: Anything[1];
    return : Boolean[1];
  }
  return : Boolean[1];
}

abstract function exists {
  in collection: Anything[0..*] ordered nonunique;
  in expr test[0..*] {
    in argument: Anything[1];
    return : Boolean[1];
  }
  return : Boolean[1];
}

function allTrue {
  in collection: Boolean[0..*];
  return : Boolean[1] = collection->forAll {in x; x};
}

function anyTrue {
  in collection: Boolean[0..*];
  return : Boolean[1] = collection->exists {in x; x};
}

function minimize {
  in collection: ScalarValue[1..*];
  in expr fn[0..*] {
    in argument: ScalarValue[1];
    return : ScalarValue[1];
  }
  return : ScalarValue[1] =
    collection->collect {in x; fn(x)}->reduce min;
}

function maximize {
  in collection: ScalarValue[1..*];
  in expr fn[0..*] {
    in argument: ScalarValue[1];
    return : ScalarValue[1];
  }
  return : ScalarValue =
    collection->collect {in x; fn(x)}->reduce max;
}

```

## 9.4.18 Occurrence Functions

### 9.4.18.1 Occurrence Functions Overview

This package defines utility functions that operate on occurrences, primarily related to the time during which those occurrences exist.

#### 9.4.18.2 Elements

```
function '===' specializes BaseFunctions::'===' {
  doc
  /*
   * Test whether two occurrences are portions of the same life. That is, whether they
   * represent different portions of the same entity (colloquially, whether they have
   * the same "identity").
   */

  in x: Occurrence[0..1];
  in y: Occurrence[0..1];

  return : Boolean[1] = x.portionOfLife == y.portionOfLife;
}

function isDuring {
  doc
  /*
   * Test whether a performance of this function happens during the input occurrence.
   */

  in occ: Occurrence[1];

  private connector all during: HappensDuring[0..1] from self to occ;

  return : Boolean[1] = notEmpty(during);
}

function create {
  doc
  /*
   * Ensure that the start of a given occurrence happens during a performance of this
   * function. The occurrence is also returned from the function.
   */

  inout occ: Occurrence[1];

  private connector : HappensDuring from occ.startShot to self;

  return : Occurrence[1] = occ;
}

function destroy {
  doc
  /*
   * Ensure that the end of a given occurrence happens during a performance of this
   * function. The occurrence is also returned from the function.
   */

  inout occ: Occurrence[0..1];

  private connector : HappensDuring from occ.endShot[0..1] to self;

  return : Occurrence[0..1] = occ;
}

function addNew {
  doc
```

```

/*
 * Add a newly created occurrence to the given group of occurrences and return the
 * new occurrence.
 */

inout group: Occurrence[0..*] nonunique;
inout occ: Occurrence[1];

private composite step : add {
    inout seq1 = group;
    in seq2 = create(occ);
}

return : Occurrence[1] = occ;
}

function addNewAt {
    doc
    /*
     * Add a newly created occurrence to the given ordered group of occurrences at the given
     * index and return the new occurrence.
     */

    inout group: Occurrence[0..*] ordered nonunique;
    inout occ: Occurrence[1];
    in index: Positive[1];

    private composite step : addAt {
        inout seq = group;
        in values = create(occ);
        in startIndex = index;
    }

    return : Occurrence[1] = occ;
}

behavior removeOld {
    doc
    /*
     * Remove a given occurrence from a group of occurrences and destroy it.
     */

    inout group: Occurrence[0..*] nonunique;
    inout occ: Occurrence[0..1];

    private composite step removeStep : remove {
        inout seq = group;
        in values = occ;
    }
    private succession removeStep then destroyStep;
    private composite step destroyStep : destroy {
        inout occ = removeOld::occ;
    }
}

behavior removeOldAt {
    doc
    /*
     * Removes the occurrence at a given index in an ordered group of occurrences

```

```

    * and destroy it.
    */
inout group: Occurrence[0..*] ordered nonunique;
in index: Positive[1];

private feature oldOcc = group[index];

private composite step removeStep : remove {
    inout seq = group;
    in index = removeOldAt::index;
}
private succession removeStep then destroyStep;
private composite step destroyStep : destroy {
    inout occ = oldOcc;
}
}

```



# 10 Model Interchange

## 10.1 Model Interchange Overview

*Model interchange* is the capability to interchange models between tools using file-base resources (see [Clause 2](#)). The unit of interchange is the *project*, which is defined as follows:

A project is a set of root namespaces (see [7.2.5.3](#) and [8.2.3.4.1](#)), including all elements in the ownership trees of those namespaces, and a set of references to *used projects*, such that every cross reference from an element in the project is to another element in that project or to an element in one of the used projects.

The root namespaces in a project may be *serialized* into *model interchange files*, using any of the formats given in [10.2](#). A *project interchange file* is then a compressed archive of model interchange files and additional required metadata, as described in [10.3](#).

KerML is intended to be used as the basis for building other modeling languages. Project-based model interchange as defined in this clause may also be used to interchange models in such languages. Each of the following subclauses includes descriptions of the allowed adaptations for interchanging models in *KerML-based* languages.

## 10.2 Model Interchange Formats

A *model interchange file* contains a textual representation (known as a *serialization*) of a single root namespace (see [7.2.5.3](#) and [8.2.3.4.1](#)) and all the elements in the ownership tree root in that namespace. A model interchange file shall have one of the following formats:

1. *Textual notation*, using the textual concrete syntax defined in this specification. Note that in certain limited cases, models conformant with the KerML syntax, but prepared by a means other than using the KerML textual concrete syntax, may not be fully serializable into the standard textual notation. In this case, a tool may either not export such model at all using the textual notation, or export the model as closely as possible, informing the user of any changes from the original model. A model interchange file in this format shall have the file extension `.kerm1`.
2. *JSON*, using a format according to the JSON serialization mapping defined in [10.4](#). A model interchange file in this format shall have the file extension `.json`.
3. *XML*, using the XML Metadata Interchange [XMI] format based on the MOF-conformant abstract syntax metamodel for KerML. A model interchange file in this format shall have the file extension `.xmi`.

Every conformant KerML modeling tool shall provide the ability to import and/or export (as appropriate) models in at least one of the first two formats.

For a KerML-based language:

1. *Textual Notation*. If the language has a textual concrete syntax, then this textual notation may be used as a model interchange file format. The language shall define a distinguishing file extension for files of its textual notation.
2. *JSON*. It shall always be possible to use JSON format as a model interchange file format, using the mapping strategy defined in [10.4](#), as applied to the abstract syntax of the language.
3. *XML*. If the language is defined using a MOF-conformant abstract syntax, then XMI may be used as a model interchange file format.

A KerML-based-language specification may specify further requirements on what interchange formats must be supported by conforming language tools.

## 10.3 Model Interchange Projects

A *project interchange file* contains a single project serialized as a set of model interchange files, archived using the ZIP format [ZIP]. The archive shall contain a model interchange file for each of the root namespaces in the project, each formatted in one of the formats listed in 10.2. In addition, the archive shall contain, at its top level, exactly one file named `.project.json` and exactly one file named `.meta.json`. A KerML project interchange file shall have the file extension `.kpar` (KerML Project Archive).

Other than the use of the file extensions given in 10.2, there are no requirements on the naming of the model interchange files. Nevertheless, they should be named in a way that is compatible across different file systems and that allows for easy reference using International Resource Identifiers (IRIs). The model interchange files may be organized into subdirectories, but this has no impact on the global scope for the project, which is always a flat namespace derived from the root namespaces of the project (see 8.2.3.5). However, each model interchange file shall be identifiable by a unique path in the archive directory structure.

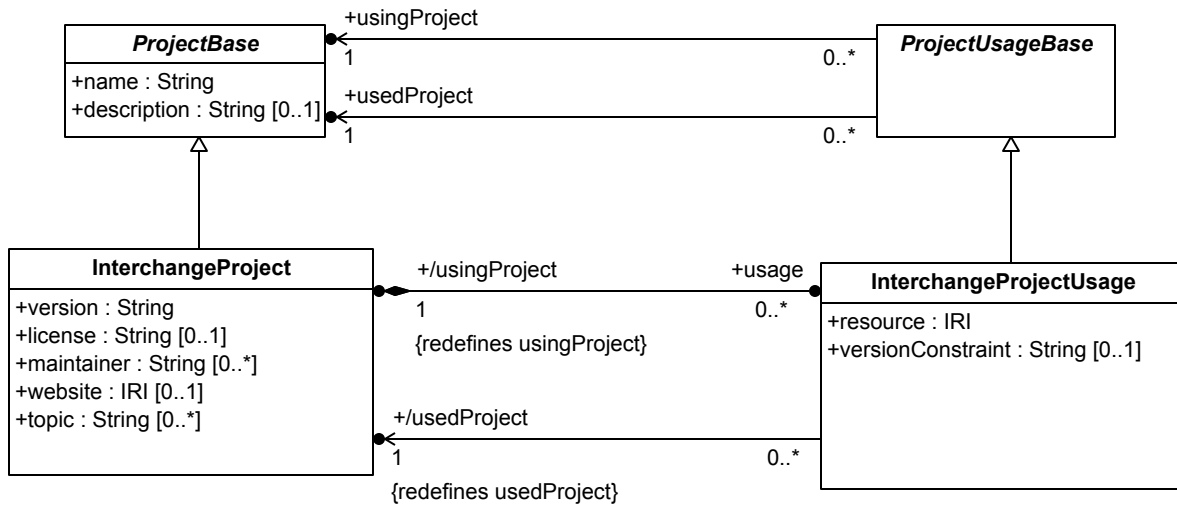
The `.project.json` file shall contain the `InterchangeProject` information shown in Fig. 42, serialized as a single JSON object according to the `Project` schema definition in the `ModelInterchange.json` artifact provided with this specification. Table 17 gives all the properties of the `InterchangeProject` and `InterchangeProjectUsage` elements, consistent with the normative JSON schema. Every element referenced in a model interchange file in a project interchange file shall either also be contained in a model interchange file in that project interchange file, or in one of the projects referenced in the `usage` list for the project interchange file.

The `usage` information for each used project includes an optional `versionConstraint` property. If given, then only versions of the project identified by the `resource` property that meet this constraint may be used. For an interchanged project, the version is as given in its `version` property. It is recommended, but not required, that *semantic versioning* (see <https://semver.org/>) be used for the version numbering of interchange projects and *semantic versioning ranges* (see, e.g., <https://docs.npmjs.com/cli/v6/using-npm/semver#ranges>) be used for version constraints. Tools that support such version formatting should report any version constraint violations when importing an interchange project, for any used projects with dereferencable `resource` IRIs.

The `.meta.json` file shall contain further metadata on the project interchange file, serialized as a single JSON object according to the `Meta` schema definition in the `ModelInterchange.json` artifact provided with this specification. Table 18 describes all the fields specified in the normative JSON schema.

A project interchange file for a KerML-based language shall include model interchange files specific to that language (as described in 10.2). Such a project interchange file may use the generic `.kpar` extension, or it may define its own language-specific extension. If it uses the `.kpar` extension, then the metadata for the file shall identify the KerML-based language metamodel (see Table 18). Each project interchange file shall only contain models in a single language, but it shall be able to have used projects both in the same language and in KerML (such as from the Kernel Model Libraries). A KerML-based-language specification may also allow for project interchange files that use projects in other KerML-based languages.





**Figure 42. Interchange Projects**

**Table 17. Interchange Project Information**

Property	Type	Mandatory	Description
name	string	yes	The name of the project.
description	string	no	A description of the project.
version	string	yes	The version of the project being interchanged.
license	string	no	The license by which project content may be used.
maintainer	array (of strings)	no	A list of names of maintainers of the project.
website	IRI	no	An IRI for a Web site with further information on the project.
topic	array (of strings)	no	A list of topics relevant to the project.
usage	array (of objects)	no	A list of project usage entries, one for each project used by the project being interchanged, with properties as given below.
resource	IRI	yes (within a usage)	An IRI identifying the project being used. If the IRI is dereferenceable, it should resolve to a project interchange file for the used project.

Property	Type	Mandatory	Description
versionConstraint	string	no (within a usage)	A constraint on the allowable versions of a used project.

**Table 18. Interchange Project Metadata**

Name	Type	Mandatory	Description
index	object	yes	An index of the global scope of the project, specified as a JSON object with a key for each name, whose associated value is the path to the model interchange file containing the root namespace for the named element. (See Notes 1 and 2.)
created	string	yes	The date and time of the creation of the project interchange file, in ISO 8601 format [ISO8601].
metamodel	IRI	no	An IRI identifying the metamodel of the modeling language of the models being interchanged in this project interchange file. (See Note 3.)
includesDerived	Boolean	no	Whether derived property values are included in the model interchange files. (See Note 4.)
includesImplied	Boolean	no	Whether implied relationships are included in the model interchange files. (See Note 5.)
checksum	object	no	A dictionary mapping paths to some or all of the model interchange files to a list of one or more objects with the two properties given below. (See Note 2.)
value	string	yes (within a checksum)	The checksum computed according to the checksum algorithm.

Name	Type	Mandatory	Description
algorithm	string	yes (within a checksum)	Identification of the algorithm used to computed the checksum value. (See Note 6.)

## Notes

1. The `index` cross-references all the non-null `shortNames` and `names` of all the top-level elements of the root namespaces of the project (see [7.2.5.3](#) and [8.2.3.5](#)) to the model interchange file of the root namespace that contains the element. Note that, while the names of all top-level elements in a root namespace must be unique, it is allowable (though not recommended) for top-level elements in different root namespaces of a project to have the same name.
2. File paths are always relative to the root of the project interchange file archive, with path segments separated by the forward slash symbol `/`, ending in a file name with extension (e.g., `structure/assembly/Body.json`)
3. For an OMG-standardized language, `metamodel` shall be the version-specific URI specified by OMG to identify the language. For KerML, this URI has the form `https://www.omg.org/spec/KerML/yyyymmxx`, with a version-specific date stamp "yyyymmxx". If `metamodel` is not given, the default is KerML (for a project interchange file with the `.kpar` extension).
4. If `includesDerived = true`, then the serializations in all XMI and JSON format model interchange files in the project interchange file shall include values for all derived properties. If `includesDerived = false`, then XMI and JSON formatted model interchanges files shall not include values for any derived properties. If `includesDerived` is not given, then whether derived property values are included may vary one model interchange file to another, and it is also allowable for some values to be included for some derived properties and not others.
5. If `includesImplied = true`, then the serializations in all XMI and JSON formatted model interchange files in the project interchange file shall include all implied relationships, and the `isImpliedIncluded` property shall have the value `true` for all elements (see [8.3.2.1](#) on `isImpliedIncluded`). If `includesImplied = false`, then XMI and JSON formatted model interchange files shall not include any implied relationships, and the `isImpliedIncluded` property shall have the value `false` for all elements. If `includesImplied` is not given, then whether implied relationships are included may vary from one model interchange file to another, and from element to element, as recorded by the value of the `includesImplied` property for each element.
6. Valid values for the checksum `algorithm` are
  - SHA1, SHA224, SHA256, SHA-384, SHA3-256, SHA3-384, SHA3-512 [SHS]
  - BLAKE2b-256, BLAKE2b-384, BLAKE2b-512, BLAKE3 [BLAKE]
  - MD2, MD4, MD5, MD6 [MD]
  - ADLER32 [ADLER]

## 10.4 JSON Serialization

### 10.4.1 Serialization Overview

The JSON serialization format can be used to interchange any model conformant with the KerML abstract syntax. Each root namespace shall correspond with a model interchange file with the file extension `.json` and contain serializations of all model elements in the ownership tree root in that namespace. The contents of this file shall be in the JSON (JavaScript Object Notation) format [JSON] and, for KerML, conform to the JSON schema definitions in the `KerML.json` artifact provided with this specification. Other KerML-based languages may extend this schema or define their own schema, consistent with the serialization strategy defined here as applied to the abstract syntax of those languages.

The following subclauses describe the serialization strategy, as realized in the normative JSON schema for KerML.

## 10.4.2 Primitive Type Serialization

The UML primitive types used in the KerML abstract syntax map directly to core JSON Schema types, as shown in [Table 19](#).

**Table 19. UML Primitive Type Serialization**

UML Primitive Type	JSON Schema Type
Boolean	boolean
Integer	integer
Real	number
String	string

## 10.4.3 Enumeration Serialization

Enumeration values map to a JSON Schema `string` with a value that is the name of the enumeration literal, with the same capitalization as defined for the literal in the abstract syntax. For example, `VisibilityKind::public` maps to the string `"public"`.

## 10.4.4 Element Reference Serialization

Values of abstract syntax properties typed by a metaclass (that is, `Element` or one of its subclasses) map to a JSON Schema `object` with a single field `@id`. The value of `@id` is a JSON Schema `string` with a value equal to the value of the `elementId` of the `Element`. For example:

```
{
  "@id": "15fe7607-ceb8-38bb-bd04-dde8ca657cec"
}
```

## 10.4.5 Element Serialization

A model element maps to a JSON Schema `object` with fields `@id`, `@type`, and a set of its attributes. The field `@id` has a `string` value equal to the value of `Element::elementId`. The field `@type` has a `string` value equal to the name of the specific MOF type of the element, e.g. `"Structure"`.

The remaining JSON Schema fields are mapped from the set of MOF properties specified as attributes of the MOF type of the element. This shall include all owned and inherited properties. In addition, while redefined properties are *not* inherited under MOF/UML rules, they *shall* be included in the set of properties serialized for the element if they have a different name than the redefining property.

Each of these maps to a JSON Schema field, where the name of the field is equal to the name of the attribute and the value is equal to the serialization of the attribute value as described in the preceding subclauses. The value must adhere to the allowed multiplicity of the MOF attribute:

- A multiplicity of `[1..1]` requires a non-null value.
- A multiplicity of `[0..1]` allows a value or null
- A multiplicity with an upper bound greater than 1 maps to a JSON Schema `array` with values equal to the serialization of the attribute values described in the preceding subclauses.

### 10.4.6 Model Serialization

A root namespace maps to a JSON Schema `array` with values equal to the serialization, as described in the preceding subclauses, of all model elements in the ownership tree rooted in that namespace.



# A Annex: Model Execution

(Informative)

## A.1 Overview

The language semantics in this specification give conditions to check whether classifiers have been instantiated properly (see [7.3.2.1](#)). For structures this includes their parts and other required objects, as well as feature values and links between them. For behaviors, this includes their steps and other required performances, as well as timing links between them. These two kinds of classifiers are typically interrelated, structures can require behaviors for proper instantiation and vice-versa.

This annex outlines a procedure for incrementally instantiating (executing) classifiers to ensure the completed instances will pass the check above (satisfy classifier conditions). The order of instantiation obeys any timing specified by the classifier. For example, some structures might require others to exist first, such as parents before their children, or parts of a car before assembly, while behaviors typically require some steps to happen only after others finish, such as painting objects before drying them. It covers the basic patterns needed to aid development of a complete execution procedure.

## A.2 Modelling Instances and Feature Values

Instances in this annex are modeled in KerML, rather than as runtime data structures. Execution is taken to be creating these modeled instances in an order specified by their classifiers.

Instances are also modeled as classifiers (called *atoms* in this annex) that each correspond to their own single (runtime) instance. Atoms are all disjoint from each other, but not necessarily from other (non-atom) classifiers (such as the ones being instantiated). In the example below, MyBike and YourBike are atoms. They are both classified by Bicycle (and Vehicle by specialization).

```
classifier Vehicle;  
classifier Bicycle specializes Vehicle;  
classifier MyBike [1] specializes Bicycle;  
classifier YourBike [1] specializes Bicycle disjoint from MyBike;
```

Atoms in this annex are indicated by a user-defined keyword before classifier definitions, with multiplicity and disjointness implied by the keyword, as below.

```
classifier Atom;  
metaclass <atom> AtomMetadata specializes Metaobject {  
  baseType = Atom meta KerML::Classifier;  
}  
  
classifier Vehicle;  
classifier Bicycle specializes Vehicle;  
  
#atom  
classifier MyBike specializes Bicycle;  
#atom  
classifier YourBike specializes Bicycle;
```

Atoms are assigned as feature values by typing a feature with them, or a union of atoms, and restricting the feature multiplicity as needed to match the number of atoms being assigned. The example below creates a classifier for the bicycle atoms above (OurBicycle), then redefines a feature (`stores`) to be typed by it. The multiplicity is restricted to the exact number of atoms creating during execution (2).

```

classifier Garage {
    feature stores : Bicycle [*];
}
classifier OurBicycle unions MyBike, YourBike;

#atom
classifier OurGarage specializes Garage {
    feature redefines stores : OurBicycle [2];
}

```

## A.3 Instantiation Procedure

### A.3.1 Overview

The instantiation procedure is described in cases of increasing capability. [A.3.2](#) through [A.3.4](#) cover features, including connectors, without any timing specified. These are applicable to structure and behavior, though the examples are structural. The rest of the procedure adds timing, first for structures, then behaviors.

### A.3.2 Without connectors

Take the example below to illustrate the procedure, a (non-association) classifier without connectors (features typed by associations).

```

classifier Bicycle {
    feature rollsOn : Wheel [2];
    feature holdsWheel : BikeFork [*];
}
classifier Wheel;
classifier BikeFork;

```

The instantiation procedure starts with

1. Create an atom of the classifier being instantiated (Bicycle).
2. Identify features of the instantiated classifier with lower multiplicity greater than zero that are not connectors or other features typed by associations (`rollsOn`).
3. Create atoms for the types of the above features (Wheel), at least up to the lower multiplicity of each feature (2), and assign them as values of the feature.

The model being executed in this example does not specify timing, though it is typically expected that

- classifiers are produced before their atoms.
- Atoms are produced before they are assigned as values or otherwise used by another atom.

The first instantiation step produces the first atom below

```

#atom
classifier MyBike specializes Bicycle;

```

The third creates the rest and modifies the one above. Atoms appear each time they are modified (MyBike), to highlight execution order.

```

#atom
classifier MyWheel1 specializes Wheel;
#atom
classifier MyWheel2 specializes Wheel;

```



```

classifier MyWheel unions MyWheel1, MyWheel2;

#atom
classifier MyBike specializes Bicycle {
    feature redefines rollsOn : MyWheel;
}

```

### A.3.3 One-to-one connectors

This covers connectors that

- have multiplicity 1 at both ends, but unrestricted (\*) overall.
- are not timing or binding connectors.

The first above requires the connected features to have the same number of values. When this is not possible, such as the multiplicities of the connected features being incompatible (do not overlap, as in 0..1 and 2..\*), the classifier is not instantiable (satisfiable).

The example below adds a connector to the example in *Without Connectors*, with end multiplicities requiring each wheel to be fixed to its own fork, and vice-versa.

```

classifier Bicycle {
    feature rollsOn : Wheel [2];
    feature holdsWheel : BikeFork [*];
    connector fixWheel : BikeWheelFixed from rollsOn [1] to holdsWheel [1];
}
assoc BikeWheelFixed {
    end feature wheel : Wheel;
    end feature fixedTo : BikeFork;
}

```

The instantiation procedure from *Without connectors* continues with

4. Identify connectors of the classifier being instantiated (*fixWheel*).
  5. For each connector above
    - a. Create association atoms for the types of the connectors identified in step 4 (*BikeWheelFixed*). See below for how many.
    - b. Assign the two participant (end) features (*wheel* and *fixed*) in each association atom, with values taken from the corresponding connected feature (*rollsOn* and *holdsWheel*). See below for which values are taken.
    - c. Assign the association atoms above as values of the corresponding connectors.
- For end multiplicity 1 on both ends
- Create the same number of association atoms as there are values of the connected features with the most values at the time the association atoms are created (2).
  - Assign each connected feature value as participant in exactly one association atom.
- If one connected feature has fewer values than the other, create atoms for the type of that feature (*holdsWheel*) up to the number in the other feature (*rollsOn*, 2), and assign them as values of the feature with fewer values.

The model being executed in this example does not specify timing, though it is typically expected that

- association atoms are created just after values are assigned to connected features, whereupon the instantiation steps above could be taken on each connector right after its connected features are assigned values during step 3, see [Clause](#).

After the instantiations in *Without connectors*, the steps above produce the following atoms. First, 5.a creates as many association atoms for the connector (`fixWheel`) as the connected feature with the most values (2 in `rollsOn`, assigned in *Without connectors*).

```
#atom
assoc MyBikeWheel1_Fork1_BWF_Link specializes BikeWheelFixed;
#atom
assoc MyBikeWheel2_Fork2_BWF_Link specializes BikeWheelFixed;
```

Before 5.b assigns participant features, the one-to-one connector end multiplicities require additional atoms for the connected feature with fewer values (`holdsWheel`), to match the number of the values of the other connected feature (`rollsOn`).

```
#atom
classifier MyBikeFork1 specializes BikeFork;
#atom
classifier MyBikeFork2 specializes BikeFork;

classifier MyBikeFork unions MyBikeFork1, MyBikeFork2;

#atom
classifier MyBike specializes Bicycle {
  feature redefines rollsOn : MyWheel;
  feature redefines holdsWheel : MyBikeFork;
}
```

Then 5.b assigns participant feature values to the association atoms created in 5.a, choosing in this execution to fix the first and second wheels to the first and second forks, respectively,

```
#atom
assoc MyBikeWheel1_Fork1_BWF_Link specializes BikeWheelFixed {
  end feature redefines wheel : MyWheel1;
  end feature redefines fixedTo : MyBikeFork1;
}
#atom
assoc MyBikeWheel2_Fork2_BWF_Link specializes BikeWheelFixed {
  end feature redefines wheel : MyWheel2;
  end feature redefines fixedTo : MyBikeFork2;
}
```

Finally 5.c assigns the association atoms to the connector.

```
classifier MyBikeWheel_Fork_BWF_Link
  unions MyBikeWheel1_Fork1_BWF_Link, MyBikeWheel2_Fork2_BWF_Link;
#atom
classifier MyBike specializes Bicycle {
  feature redefines rollsOn : MyWheel;
  feature redefines holdsWheel : MyBikeFork;
  connector redefines fixWheel : MyBikeWheel-Fork-BWF-Link [2]
    from rollsOn [1] to holdsWheel [1];
}
```

### A.3.4 One-to-unrestricted connectors

This covers connectors that

- have multiplicity 1 at one end and unrestricted (\*) at the other, and unrestricted overall.

- are not timing or binding connectors.

The first above enables the feature connected at the unrestricted end to have any number of values in satisfiable models, but if it has any values, all those values must be linked to exactly one (not necessarily unique) value of the other connected feature (at the multiplicity 1 end) in the same instance of the classifier being instantiated. When this is not possible, for example due to the connector's association multiplicities being too restrictive (such as not allowing for links to all the values of the connected features), the classifier is not instantiable (satisfiable).

The example below adds another feature and connector to the example in [A.3.3](#). Every basket is intended to be fixed to one of the forks, though more than one basket might be fixed to the same fork, or some forks might have no baskets, or there might be no baskets at all.

```

classifier Bicycle {
  feature carrier : BikeBasket [*];
  connector carrierFixed : BikeBasketFixed from carrier [*] to holdsWheel [1];
}
classifier BikeBasket;

assoc BikeBasketFixed {
  end feature basket : BikeBasket;
  end feature fixedTo : BikeFork;
}

```

Then the instantiation procedure from [A.3.3](#) is amended for one unrestricted end:

5. For each connector above
  - a. ..., b. ..., c. ..., ...
 For end multiplicity 1 on one end and unrestricted on the other
  - Create the same number of association atoms as there are values of the connected feature at the unrestricted end (*carrier*) at the time the association atoms are created.
  - Assign each connected feature value at the unrestricted end as participant in exactly one association atom.

Instantiation proceeds as in [A.3.3](#), modifying the classifier atom created there (MyBike), except the number of association atoms created is determined by the number of values of the connected feature at the unrestricted end (*carrier*), choosing in this execution to fix two baskets to the same fork.

```

#atom
classifier MyBikeBasket1 specializes BikeBasket;
#atom
classifier MyBikeBasket2 specializes BikeBasket;

classifier MyBikeBasket unions MyBikeBasket1, MyBikeBasket2;

#atom
classifier MyBike specializes Bicycle {
  feature redefines carrier : MyBikeBasket [2];
}
#atom
assoc MyBikeBasket1_Fork1_BBF_Link specializes BikeBasketFixed {
  end feature redefines basket : MyBikeBasket1;
  end feature redefines fixedTo : MyBikeFork1;
}
#atom
assoc MyBasket2_BikeFork1_BBF_Link specializes BikeBasketFixed {
  end feature redefines basket : MyBikeBasket2;
  end feature redefines fixedTo : MyBikeFork1;
}

```

```

}

classifier MyBikeBasket_Fork_BBF_Link
  unions MyBikeFork1_Basket1_BBF_Link, MyBikeFork1_Basket2_BBF_Link;

#atom
classifier MyBike specializes Bicycle {
  feature redefines carrier : MyBikeBasket [2];
  connector redefines carrierFixed : MyBikeBasket_Fork_BBF_Link [2]
    from carrier [*] to holdsWheel [1];
}

```

### A.3.5 Timing for structures

*Classes* are classifiers for things that exist in time (*occurrences*), as compared to numbers or other mathematical entities. It usually matters when these things come into and go out of existence, at least relative to each other. For example, in structures it is typically intended that parts exist for at least as long as the thing they are part of. In the bicycle example above, the wheel atoms should exist at least as long as the bicycle atom. A simple way to do this is for a structure and its parts to all exist at exactly the same time, as show below. Bicycle is class with its part features subset from *timeCoincidentOccurrences*, ensuring the values of *rollsOn* and *holdsWheel* happen (start and end) at exactly the same time as the bicycle occurrence they are part of, see [9.2.4.1](#).

```

class Bicycle specializes Occurrence {
  feature rollsOn : Wheel [2] subsets timeCoincidentOccurrences;
  feature holdsWheel : BikeFork [2] subsets timeCoincidentOccurrences;
}

```

The keyword **struct** implies specialization from *Occurrence* and highlights the structural application of classes. With it the example above becomes

```

struct Bicycle {
  feature rollsOn : Wheel [2] subsets timeCoincidentOccurrences;
  feature holdsWheel : BikeFork [2] subsets timeCoincidentOccurrences;
}

```

Some features always include the thing featuring them as a value (logically *reflexive*), such as *self* (see [9.2.2.1](#)), which subsets *timeCoincidentOccurrences*, because occurrences always exist at the same time as themselves (see [7.3.4.4](#) about feature subsetting). The instantiation procedure in [A.3.2](#) is amended below assign values to reflexive features when it creates atoms for features with lower multiplicity greater than zero (3a), as well as assign values to features being subsetted (3b).

3. ...
  - a. For features that always have their featuring thing as a value (at least *self* and the features it subsets), assign that atom as a value.
  - b. If a feature subsets others (*rollsOn* and *holdsWheel* subset *timeCoincidentOccurrences*, which subsets *self*), assign values to the others also.

The additional instantiation steps produce the atom below by

- Assigning MyBike with itself for *self*.
- Introducing a class for all part atoms of MyBike, as well as the assembled MyBike, and assigning *timeCoincidentOccurrences* with it.

The model being executed requires all the occurrences to come into and go out of existence at the same time, but since this is not possible when sequentially creating atoms, the ones below appear before they are assigned as values or otherwise used by another atom.

```

struct MyBikeTimeCoincident unions MyWheel, MyBikeFork, MyBike;

#atom
struct MyBike specializes Bicycle {
  feature redefines self : MyBike;
  feature redefines timeCoincidentOccurrences : MyBikeTimeCoincident [5];
  feature redefines rollsOn : MyWheel;
  feature redefines holdsWheel : MyBikeFork;
}

```

It is more realistic for parts to exist before the things they are a part of, such as the wheels and forks above existing before they are assembled into a bicycle. It also might be that the parts outlive the bicycle, if it's only disassembled rather than completely destroyed. A simple way to do this is for parts to exist longer than their assembly, as specified below by a *HappensDuring* connector (see [9.2.4.1](#)) linking the bicycle (*self*) to all its parts (*allParts*), specified as a union of the part features (equivalent to part features subsetting the union feature, but excluding values that are not in the part features). This ensures each bicycle exists during the time their parts do, but enables the parts to exist before assembly into a bicycle, and after disassembly, when the bicycle no longer exists. They still might all exist at the exactly the same time, as in the previous example, because things that exist at the same time all happen during each other.

```

struct Bicycle {
  feature rollsOn : Wheel [2];
  feature holdsWheel : BikeFork [2];
  feature allParts : Occurrence unions rollsOn, holdsWheel;
  connector b_during_ap : HappensDuring from self [1] to allParts [*];
}

```

The instantiation procedure above is amended again to assign values to union features.

3. ...
  - a. ..., b ...
  - c. If a feature unions others (*allParts* unions *rollsOn* and *holdsWheel*), treat the others as subsetting the union feature, but only assigning values that are in the subsets.

The instantiation procedure in [A.3.4](#), with the amendments above to [A.3.2](#), produces the additional or modified atoms below.

```

#atom
assoc MyBike_During_Wheel1_Link specializes HappensDuring {
  end feature redefines shorterOccurrence : MyBike;
  end feature redefines longerOccurrence : MyWheel1;
}
#atom
assoc MyBike_During_Wheel2_Link specializes HappensDuring {
  end feature redefines shorterOccurrence : MyBike;
  end feature redefines longerOccurrence : MyWheel2;
}
#atom
assoc MyBike_During_Fork1_Link specializes HappensDuring {
  end feature redefines shorterOccurrence : MyBike;
  end feature redefines longerOccurrence : MyBikeFork1;
}
#atom
assoc MyBike_During_Fork2_Link specializes HappensDuring {
  end feature redefines shorterOccurrence : MyBike;
  end feature redefines longerOccurrence : MyBikeFork2;
}

```

```

assoc MyBike_During_Parts_Link specializes HappensDuring
    unions MyBike_During_Wheel1_Link, MyBike_During_Fork1_Link,
        MyBike_During_Wheel2_Link, MyBike_During_Fork2_Link;

struct MyBikeParts unions MyWheel, MyBikeFork;

#atom
struct MyBike specializes Bicycle {
    feature redefines rollsOn : MyWheel;
    feature redefines holdsWheel : MyBikeFork;
    feature redefines allParts : MyBikeParts [4];

    feature redefines self : MyBike;
    connector redefines b_during_ap : MyBike_During_Parts_Link [4]
        from self [1] to allParts [*];
}

```

Parts are sometimes expected not to exist after their structures, such as when a bicycle is completely destroyed, rather than just disassembled. The wheels and forks above would not exist after the bicycle they are part of, even though they might have existed before it (was assembled). Since parts can be replaced over time, the only ones destroyed are those in the bicycle at the time it is destroyed (the parts replaced earlier are not affected because they are no longer in the bicycle). This is specified below by a *HappensWhile* connector, equivalent to a *HappenDuring* connector in both directions, ensuring the ends (*endShot*) of the parts (at the time the bicycle ends) happen at the same time as the bicycle (the connected feature values are *timeCoincidentOccurrences* of each other). End shots are instantaneous occurrences that happen at the end of another occurrence (*life*), but represent the same thing as that occurrence, see [9.2.4.1](#). The ends of the parts are identified by "navigating" (*chaining*) through a series of features, each providing a value on which to get the next value in the navigation, starting with the end of the bicycle, see [7.3.4.6](#).

```

struct Bicycle {
    ...
    feature redefines endShot : Bicycle;
    connector be_while_pe : HappensWhile
        from endShot [1] to endShot.allParts.endShot[*];
}

```

The keyword **composite** implies the end timing above when used in defining `rollsOn` and `holdsWheel`, as below.

```

struct Bicycle {
    composite feature rollsOn : Wheel [2];
    composite feature holdsWheel : BikeFork [2];
    ...
}

```

The instantiation steps in [A.3.2](#) will assign a value to *endShot*, because it has multiplicity [1], but this is delayed until everything else required in the structure has occurred, due to mandatory *HappensBefore* connectors to *endShot*. With the amendments above, the steps in [A.3.4](#) produce the additional or modified atoms below.

```

/* End atoms */
#atom
struct MyWheel1End specializes Wheel;
#atom
struct MyWheel1 specializes Wheel {
    feature redefines endShot : MyWheel1End;
}

```

```

#atom
struct MyWheel2End specializes Wheel;
#atom
struct MyWheel2 specializes Wheel {
    feature redefines endShot : MyWheel2End;
}
struct MyBikeFork1End specializes BikeFork;
#atom
struct MyBikeFork1 specializes BikeFork {
    feature redefines endShot : MyBikeFork1End;
}
struct MyBikeFork2End specializes BikeFork;
#atom
struct MyBikeFork2 specializes BikeFork {
    feature redefines endShot : MyBikeFork2End;
}
#atom
struct MyBikeEnd specializes Bicycle;

/* HappensWhile atoms */
#atom
assoc MyBikeEnd_While_Wheel1End_Link specializes HappensWhile {
    end feature redefines thisOccurrence : MyBikeEnd;
    end feature redefines thatOccurrence : MyWheel1End;
}
#atom
assoc MyBikeEnd_While_Wheel2End_Link specializes HappensWhile {
    end feature redefines thisOccurrence : MyBikeEnd;
    end feature redefines thatOccurrence : MyWheel2End;
}
#atom
assoc MyBikeEnd_While_Fork1End_Link specializes HappensWhile {
    end feature redefines thisOccurrence : MyBikeEnd;
    end feature redefines thatOccurrence : MyBikeFork1End;
}
#atom
assoc MyBikeEnd_While_Fork2End_Link specializes HappensWhile {
    end feature redefines thisOccurrence : MyBikeEnd;
    end feature redefines thatOccurrence : MyBikeFork2End;
}

assoc MyBikeEnd_While_PartsEnd_Link specializes HappensWhile
    unions MyBikeEnd_While_Wheel1End_Link, MyBikeEnd_While_Fork1End_Link,
        MyBikeEnd_While_Wheel2End_Link, MyBike_While_Fork2End_Link;

#atom
struct MyBike specializes Bicycle {
    ...
    feature redefines endShot : MyBikeEnd;
    connector redefines be_while_pe : MyBikeEnd_While_PartsEnd_Link [4]
        from endShot [1] to endShot.allParts.endShot[*];
}

```

### A.3.6 Timing for behaviors, Sequences

Behaviors also exist in time, but they come into and go out of existence differently than structures, relative to each other. For example, in behaviors it is typically intended that its steps happen

- during the behavior occurrence they are part of, but not last as long as it does.

- before or after other steps in the same behavior occurrence.

These can be modelled by

- subsetting step features (those typed by behaviors) from *timeEnclosedOccurrences*, ensuring they happen during the occurrence they are a step of, but are not required to happen the entire time, as with *timeCoincidentOccurrences*.
- linking steps by *HappensBefore* connectors to specify the order they should occur in.

The example below does this for a behavior with three steps. Only the first one (*paint*) is required (by its multiplicity), indicating the behavior starts there, while the rest (*dry* and *ship*) are unrestricted, to prevent the instantiation procedure from giving values to (performing) them too early. This is left to the end multiplicities of the timing connectors (*p\_before\_d* and *d\_before\_s*), which require their later step to happen once each time the earlier step does, and vice-versa, see [A.3.3](#).

```
class Manufacture specializes Occurrence {
  feature paint : Paint [1] subsets timeEnclosedOccurrences;
  feature dry : Dry [*] subsets timeEnclosedOccurrences;
  connector p_before_d: HappensBefore from paint [1] to dry [1];
  feature ship : Ship [*] subsets timeEnclosedOccurrences;
  connector d_before_s: HappensBefore from dry [1] to ship [1];
}
behavior Paint;
behavior Dry;
behavior Ship;
```

The keyword

- **step** implies subsetting *timeEnclosedOccurrences*. These are features of behaviors typed by behaviors.
- **succession** implies typing connectors by *HappensBefore*, and indicates the ends with *first* and *then*, instead of *from* and *to*, respectively.

With these the example above becomes

```
behavior Manufacture {
  step paint : Paint [1];
  step dry : Dry [*];
  succession p_before_d first paint [1] then dry [1];
  step ship : Ship [*];
  succession d_before_s first dry [1] then ship [1];
}
```

The instantiation procedure in [A.3.3](#) produces the atoms below, including

- creating step atoms required by one-to-one connectors, and
- the typically expected order to create association atoms (association atoms are created and assigned just after values are assigned to connected features), taken as required for behavioral connectors.

In this example, it results in creating the atoms below ("taking" steps) in the order typically expected for behavioral execution, even though the procedure is the same as for structural execution. Atoms appear below each time they are modified (MyManufacture), to highlight this.

It starts by creating and assigning an atom for *paint*, to satisfy its multiplicity, see [A.3.2](#). The procedure ignores the others because their multiplicities do not require any values.



```

#atom
behavior MyManufacture specializes Manufacture;
#atom
behavior MyPaint specializes Paint;
#atom
behavior MyManufacture specializes Manufacture {
    feature redefines timeEnclosedOccurrences : MyPaint [1];
    step redefines paint : MyPaint;
}

```

Step 5 in [A.3.3](#) reacts to the new step atom above by looking for connectors from it with multiplicity [1] at the opposite end, finding `p_before_d`, then creating and assigning an atom for the step connected at that end (`dry`), to satisfy that end's multiplicity.

```

#atom
behavior MyDry specializes Dry;

#atom
assoc MyPaint_Before_Dry_Link specializes HappensBefore {
    end feature redefines earlierOccurrence : MyPaint;
    end feature redefines laterOccurrence : MyDry;
}

behavior MyManufactureStepsPD unions MyPaint, MyDry;

#atom
behavior MyManufacture specializes Manufacture {
    feature redefines timeEnclosedOccurrences : MyManufactureStepsPD [2];
    step redefines paint : MyPaint;
    step redefines dry : MyDry [1];
    succession redefines p_before_d : MyPaint_Before_Dry_Link [1]
        first paint then dry;
}

```

Step 5 repeats for the remaining connector and step (`d_before_s` and `ship`).

```

#atom
behavior MyShip specializes Ship;

#atom
assoc MyDry_Before_Ship_Link specializes HappensBefore {
    end feature redefines earlierOccurrence : MyDry;
    end feature redefines laterOccurrence : MyShip;
}

behavior MyManufactureStepsPDS unions MyManufactureStepsPD, MyShip;

#atom
behavior MyManufacture specializes Manufacture {
    feature redefines timeEnclosedOccurrences : MyManufactureStepsPDS [3];
    step redefines paint : MyPaint;
    step redefines dry : MyDry [1];
    succession redefines p_before_d : MyPaint_Before_Dry_Link [1] first paint then dry;
    step redefines dry : MyShip [1];
    succession redefines d_before_s : MyDry_Before_Ship_Link [1] first dry then ship;
}

```

### A.3.7 Timing for behaviors, Decisions and merges

Decisions and merges are steps that enable sequences to be selected during execution, rather than ahead of time in models, as in [A.3.6](#):

- Decisions are steps with multiple outgoing successions, but only one is traversed during each execution of the decision.
- Merges are steps with multiple incoming successions, but only one is traversed during each execution of the merge.

These are modelled by

- Optional connector end multiplicities ([0..1]) on ends of the outgoing and incoming successions opposite decision and merge steps, respectively. This enables execution to determine which succession is traversed for each decision and merge.
- Decision and merges steps typed by *DecisionPerformance* and *MergePerformance* from the Kernel library, respectively. These enable additional timing constraints that require exactly one succession to be traversed for each decision and merge.

The example below includes a decision and merge, which appear in sequence like other steps, except with optional branching successions out and in, respectively. The timing constraints at the end ensure successions going out of the decision step and coming into the merge step have exactly one value (*HappensBefore* link) for each time those steps happen, identified by the library features *outgoingHBLink* and *incomingHBLink* of *DecisionPerformance* and *MergePerformance*, respectively, which are required to have exactly one value for each performance.

```
behavior Manufacture {
  /* Before decision. */
  step admit : Admit [1];
  succession a_before_i first admit [1] then inspect [1];

  /* Decision. */
  step inspect : DecisionPerformance [*];

  /* Two decision branches. */
  succession i_before_f first inspect [1] then finish [0..1];
  step finish : Touchup [*];
  succession i_before_r first inspect [1] then recycle [0..1];
  step recycle : MarkForRecycling [*];

  /* Two merge branches. */
  succession f_before_ms first finish [0..1] then mShip [1];
  succession r_before_ms first recycle [0..1] then mShip [1];

  /* Merge */
  step mShip : MergePerformance [*];

  /* After merge */
  succession ms_before_s first mShip [1] then ship [1];
  step ship : Ship [*];

  /* Decision and merge timing constraints. */
  feature inspectOutgoingHBLinks : HappensBefore [*] unions i_before_f, i_before_r;
  connector bindIOHBL : SelfLink
    from inspectOutgoingHBLinks [1] to inspect.outgoingHBLink [1];
  feature mShipIncomingHBLinks : HappensBefore [*] unions f_before_ms, r_before_ms;
  connector bindmSIHBL : SelfLink
    from mShipIncomingHBLinks [1] to mShip.incomingHBLink [1];
}
```

```

}
behavior Admit;
behavior Touchup;
behavior MarkForRecycling;
behavior Ship;

```

The instantiation procedure in [A.3.3](#) is amended for decisions and merges:

5. For each connector above
  - a. ..., b. ..., c. ..., ...

For succession connectors with decision steps as their source or merge steps as their target

  - Create the same number of association atoms as there are values of all the connected features opposite the decision or merge step (1 for each in this example).
  - Assign each connected feature value as participant in exactly one association atom.

If all the connected features together opposite the decision or merge step has more or fewer values than the decision or merge step, create atoms for the type of the feature with fewer values up to the number in the other feature, and assign them as values of the first feature.

The instantiation steps above produce the following atoms, choosing in this execution to touchup, rather than mark for recycling. Only the final result of execution is shown, at the end for brevity (MyManufacture), while the other atoms appear in the order created.

```

/* Before decision. */
#atom
behavior MyAdmit specializes Admit;

/* Decision. */
#atom
behavior MyInspect specializes DecisionPerformance;
#atom
assoc MyAdmit_Before_Inspect_Link specializes HappensBefore {
  end feature redefines earlierOccurrence : MyAdmit;
  end feature redefines laterOccurrence : MyInspect;
}

/* One decision branch taken. */
#atom
behavior MyTouchup specializes Touchup;
#atom
assoc MyInspect_Before_Touchup_Link specializes HappensBefore {
  end feature redefines earlierOccurrence : MyInspect;
  end feature redefines laterOccurrence : MyTouchup;
}

/* One merge branch taken. Merge. */
#atom
behavior MyMergeToShip specializes MergePerformance;
#atom
assoc MyTouchup_Before_Merge_Link specializes HappensBefore {
  end feature redefines earlierOccurrence : MyTouchup;
  end feature redefines laterOccurrence : MyMergeToShip;
}

/* After merge. */
#atom
behavior MyShip specializes Ship;
#atom
assoc MyMerge_Before_Ship_Link specializes HappensBefore {
  end feature redefines earlierOccurrence : MyMergeToShip;
  end feature redefines laterOccurrence : Ship;
}

```

```

behavior MyManufactureSteps unions MyAdmit, MyInspect, MyTouchup, MyMergeToShip, MyShip;

#atom
behavior MyManufacture specializes Manufacture {
    feature redefines timeEnclosedOccurrences : MyManufactureSteps [5];

    /* Before decision. */
    step redefines admit : MyAdmit [1];

    /* Decision. */
    step redefines inspect : MyInspect [1];
    succession redefines a_before_i : MyAdmit_Before_Inspect_Link [1]
        first admit then inspect;

    /* One decision branch taken. */
    step redefines finish : MyTouchup [1];
    succession redefines i_before_f : MyInspect_Before_Touchup_Link [1]
        first inspect then finish;

    /* One merge branch taken. */
    succession redefines f_before_ms : MyTouchup_Before_Merge_Link [1]
        first finish then mShip;

    /* Merge. */
    step redefines mShip: MyMergeToShip [1];

    /* After merge */
    step redefines ship : MyShip [1];
    succession redefines ms_before_s : MyMerge_Before_Ship_Link [1]
        first mShip then ship;

    /* Decision and merge timing constraints. */
    feature redefines inspectOutgoingHBLinks : MyInspect_Before_Touchup_Link;
    feature redefines mShipIncomingHBLinks : MyTouchup_Before_Merge_Link;
}

```

### A.3.8 Timing for behavior, Changing feature values

This covers changes in feature values of occurrences. Change execution requires creating additional atoms for the periods (*time slices*) when feature values are unchanged for each occurrence (*life*), and ordering the slices in time as feature values change. Time slice atoms are also occurrences, but represent the same thing as their life occurrence, just for a potentially smaller period of time, see [9.2.4.1](#).

Changes to occurrence feature values is modelled using the library behavior *FeatureWritePerformance* as a step, specifying when the change is to happen, see [9.2.8.1](#). Time slices are created each time it is performed.

The example below adds to the example in [A.3.6](#).

- A class with changeable features (MyProduct with *isPainted*, *isDry*, *isShipped*).
- Features of behaviors to identify the above (*objectToFinish*).
- *FeatureWritePerformance* steps specifying when and how to change its feature values (in Paint, Dry, and Ship).

*FeatureWritePerformances* ensure when they finish that the occurrence has a time slice starting right then with the feature values specified, though the values might change immediately afterwards. Execution must define time slice atoms that prevent feature values from changing between *FeatureWritePerformances*, see below.

```

behavior Manufacture {
  feature objectToFinish : Product [1];
  step paint : Paint [1]{
    redefines objectToPaint = objectToFinish;
  }
  step dry : Dry [*] {
    redefines objectToDry = objectToFinish;
  }
  succession p_before_d first paint [1] then dry [1];
  step ship : Ship [*] {
    redefines objectToShip = objectToFinish;
  }
  succession d_before_s first dry [1] then ship [1];
}

struct Product {
  feature isPainted : Boolean [1] := false;
  feature isDry : Boolean [1] := true;
  feature isShipped : Boolean [1] := false;
}

behavior Paint {
  feature objectToPaint : Product [1];

  step painting : FeatureWritePerformance [1] {
    redefines onOccurrence : Product = objectToPaint {
      redefines startingAt : Product {
        redefines accessedFeature : Boolean [1] subsets isDry; } }
    redefines replacementValues = false;
  }

  succession p_before_p first painting [1] then painted [1];
  step painted : FeatureWritePerformance [*] {
    redefines onOccurrence : Product = objectToPaint {
      redefines startingAt : Product {
        redefines accessedFeature : Boolean [1] subsets isPainted; } }
    redefines replacementValues = true;
  }
}

behavior Dry {
  feature objectToDry : Product [1];
  step dried : FeatureWritePerformance [1] {
    redefines onOccurrence : Product = objectToDry {
      redefines startingAt : Product {
        redefines accessedFeature : Boolean [1] subsets isDry; } }
    redefines replacementValues = true;
  }
}

behavior Ship {
  feature objectToShip : Product [1];
  step shipped : FeatureWritePerformance [1] {
    redefines onOccurrence : Product = objectToShip {
      redefines startingAt : Product {
        redefines accessedFeature : Boolean [1] subsets isShipped; } }
    redefines replacementValues = true;
  }
}

```

The instantiation procedure is amended with

6. For behaviors with *FeatureWritePerformances*
  - a. Create classes for time slices (ProductTimeSlice) specializing the kinds of things they are slicing (Product), and redefining the features being modified as readonly (isPainted, isDry, isShipped).
  - b. Add time slice features to atoms of the kinds of things being modified (MyProduct):
    - i. Before the first *FeatureWritePerformance* (beforePaint),
    - ii. Between each successive *FeatureWritePerformance* (whilePainting, afterPaint, afterDry),
    - iii. After the last *FeatureWritePerformance* (afterShip)
  - c. In the behavior atom using *FeatureWritePerformance* (MyManufacture), create atoms for the above time slice features in order, assigning values to all the features, even if they were not modified, and specify that
    - i. The first time slice above (i)
      - Starts (*startShot*) at the same time (*timeCoincidentOccurrences*) as the behavior.
      - Ends just before (*immediateSuccessors*) the first *FeatureWritePerformance* does (paint.painting.endShot).
    - ii. The middle time slices (ii)
      - Start at the same time a *FeatureWritePerformance* ends.
      - End just before the next one does.
    - iii. The last time slice (iii)
      - Starts at the same time the last *FeatureWritePerformance* ends (ship.shipped.endShot).
      - Ends at the same times as the behavior.

The instantiation steps above produce the following atoms, adding to (or modifying) those created in [A.3.3](#). Step 6.a produces

```
#atom
struct MyProduct specializes Product;
#atom
behavior MyManufacture specializes Manufacture;

struct ProductTimeSlice specializes Product {
  readonly feature redefines isPainted;
  readonly feature redefines isDry;
  readonly feature redefines isShipped;
}
```

Instantiation step 6.b.i. the start of 6.c.i produces the first time slice (beforePaint) and starts it.

```
#atom
struct MyProduct specializes Product {
  feature beforePaint : ProductTimeSlice [1] subsets timeSlices;
}
#atom
behavior MyManufacture specializes Manufacture {
  feature redefines objectToFinish : MyProduct;
  feature startShot
    subsets objectToFinish.beforePaint.startShot.timeCoincidentOccurrences;
  feature obPiP chains objectToFinish.beforePaint.isPainted = false;
  feature obPiD chains objectToFinish.beforePaint.isDry = true;
  feature obPiS chains objectToFinish.beforePaint.isShipped = false;
}
```

The first of instantiation step 6.b.ii and first start of 6.c.ii produces the second time slice (whilePainting), while the end of 6.c.i ends the first (beforePaint). The MyManufacture features above are omitted for brevity.

```
#atom
struct MyProduct specializes Product {
    feature beforePaint : ProductTimeSlice [1] subsets timeSlices;
    feature whilePainting : ProductTimeSlice [1] subsets timeSlices;
}

behavior MyProductFeatureWrite specializes FeatureWritePerformance {
    feature redefines onOccurrence : MyProduct;
}
#atom
behavior PaintingMyProductFeatureWrite specializes MyProductFeatureWrite;
#atom
behavior MyPaint specializes Paint {
    feature redefines objectToPaint : MyProduct;
    step redefines painting : PaintingMyProductFeatureWrite;
}
#atom
behavior MyManufacture specializes Manufacture {
    ...
    step redefines paint : MyPaint;
    feature subsets objectToFinish.beforePaint.immediateSuccessors,
        objectToFinish.whilePainting.startShot.timeCoincidentOccurrences
        chains paint.painting.endShot;
    feature owPiP chains objectToFinish.whilePainting.isPainted = false;
    feature owPiD chains objectToFinish.whilePainting.isDry = false;
    feature owPiS chains objectToFinish.whilePainting.isShipped = false;
}
```

The second of instantiation step 6.b.ii and second start of 6.c.ii produces the third time slice (afterPaint), while the end of the first 6.c.ii ends the second (whilePainting).

```
#atom
struct MyProduct specializes Product {
    feature beforePaint : ProductTimeSlice [1] subsets timeSlices;
    feature whilePainting : ProductTimeSlice [1] subsets timeSlices;
    feature afterPaint : ProductTimeSlice [1] subsets timeSlices;
}
#atom
behavior PaintedMyProductFeatureWrite specializes MyProductFeatureWrite;
#atom
assoc MyPaintingFW_Before_PaintFW_Link specializes HappensBefore {
    end feature redefines earlierOccurrence : PaintingMyProductFeatureWrite;
    end feature redefines laterOccurrence : PaintedMyProductFeatureWrite;
}
#atom
behavior MyPaint specializes Paint {
    feature redefines objectToPaint : MyProduct;
    step redefines painting : PaintingMyProductFeatureWrite;
    step redefines painted : PaintedMyProductFeatureWrite;
    succession redefines p_before_p : MyPaintingFW_Before_PaintFW_Link
        first painting then painted;
}
#atom
behavior MyManufacture specializes Manufacture {
    ...
    feature subsets objectToFinish.whilePainting.immediateSuccessors,
```

```

        objectToFinish.afterPaint.startShot.timeCoincidentOccurrences
        chains paint.painted.endShot;
    feature oaPiP chains objectToFinish.afterPaint.isPainted = true;
    feature oaPiD chains objectToFinish.afterPaint.isDry = false;
    feature oaPiS chains objectToFinish.afterPaint.isShipped = false;
}

```

The third of instantiation step 6.b.ii and third start of 6.c.ii produces the fourth time slice (afterDry), while the end of the second 6.c.ii ends the third (afterPaint).

```

#atom
struct MyProduct specializes Product {
    feature beforePaint : ProductTimeSlice [1] subsets timeSlices;
    feature whilePainting : ProductTimeSlice [1] subsets timeSlices;
    feature afterPaint : ProductTimeSlice [1] subsets timeSlices;
    feature afterDry : ProductTimeSlice [1] subsets timeSlices;
}
#atom
behavior MyDry specializes Dry {
    feature redefines objectToDry : MyProduct;
    step redefines dried : MyProductFeatureWrite;
}
#atom
assoc MyPaint_Before_Dry_Link specializes HappensBefore {
    end feature redefines earlierOccurrence : MyPaint;
    end feature redefines laterOccurrence : MyDry;
}
behavior MyManufacture specializes Manufacture {
    ...
    step redefines dry : MyDry;
    succession redefines p_before_d : MyPaint_Before_Dry_Link [1] first paint then dry;
    feature dry.dried.endShot
        subsets objectToFinish.afterPaint.immediateSuccessors,
                objectToFinish.afterDry.startShot.timeCoincidentOccurrences;
    feature oaDiP chains objectToFinish.afterDry.isPainted = true;
    feature oaDiD chains objectToFinish.afterDry.isDry = true;
    feature oaDiS chains objectToFinish.afterDry.isShipped = false;
}

```

Instantiation step 6.b.iii and 6.c.iii produce the fifth time slice (afterShip), while the end of the third 6.c.ii ends the fourth (afterDry).

```

#atom
struct MyProduct specializes Product {
    feature beforePaint : ProductTimeSlice [1] subsets timeSlices;
    feature whilePainting : ProductTimeSlice [1] subsets timeSlices;
    feature afterPaint : ProductTimeSlice [1] subsets timeSlices;
    feature afterDry : ProductTimeSlice [1] subsets timeSlices;
    feature afterShip : ProductTimeSlice [1] subsets timeSlices;
}
#atom
behavior MyShip specializes Ship {
    feature redefines objectToShip : MyProduct;
    step redefines shipped : MyProductFeatureWrite;
}
#atom
assoc MyDry_Before_Ship_Link specializes HappensBefore {
    end feature redefines earlierOccurrence : MyDry;
    end feature redefines laterOccurrence : MyShip;
}

```



```

}
#atom
behavior MyManufacture specializes Manufacture {
    ...
    step redefines ship : MyShip;
    succession redefines d_before_s : MyDry_Before_Ship_Link [1] first dry then ship;
    feature subsets objectToFinish.afterDry.immediateSuccessors,
        objectToFinish.afterShip.startShot.timeCoincidentOccurrences
        chains ship.shipped.endShot;
    feature redefines endShot subsets objectToFinish.afterShip.timeCoincidentOccurrences;
    feature oaSiP chains objectToFinish.afterShip.isPainted = true;
    feature oaSiD chains objectToFinish.afterShip.isDry = true;
    feature oaSiS chains objectToFinish.afterShip.isShipped = true;
}

```