

UML Modeling Guidelines



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Work in progress!

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Document History

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Date** | **Description of Change** | |
| 1.0 | March 13, 2015 | Initial version | |
| 1.1 | Nov. 30, 2015 | Version 1.1 A summary of main changes between version 1.0 and 1.1 is contained in section 8.1. | |
| 1.2 | Sept. 20, 2016 | Version 1.2  A summary of main changes between version 1.1 and 1.2 is contained in section 8.2. | |
| 1.3 | July 2018 | Version 1.3 A summary of main changes between version 1.2 and 1.3 is contained in section 8.3. | |
| 1.3.01 | Oct. 29, 2018 | Initial version for 1.4 development.  Preliminary solution 1 for bit set modeling deleted. «StrictComposite» made obsolete. «LifecycleAggregate» made obsolete. Meaning of Composite/Shared/None aggregation property and association end multiplicity clarified in section 5.4. | |
| 1.3.02 | Dec. 8, 2018 | Revision marks from v1.3.01 accepted. The conditional «Specify» abstraction relationship updated in section 5.4.2.3. Updates according to the discussions at the December F2F meeting. | |
| 1.3.03 | Aug. 6, 2021 | Revision marks from v1.3.02 accepted.   * Style sheet:   + Per IISOMI 2019.02.20 call decision, should not have universal stylesheet. Every papyrus project should package and auto-apply the stylesheets used by that project. Most of the issues with transferring diagrams between projects could be solved by turning off auto-resizing of class boxes.   + Clause 7.7.3 updated accordingly for this guideline. * General naming conventions for CamelCase added in new section 4.5 Mainly that names must not start with a number (0-9) * Made clear that the “is leaf” property is only used for Enumerations Update the UML Modelling Guidelines: Don't use the "Is Leaf" property of attribute. Use the "Is Leaf" property of datatype. * Added a note that artefact properties, which are marked as not used, must be ignored regardless of the value they might have. * Reference Property: Recommended form enhanced in section 6.5.4 * Definition of the «Specify» stereotype corrected in section 5.4.3 * Model Extension Restrictions added in new section 4.4 * Allow “well known terms” for Literal naming in section 5.9.3 * \_classB role name removed from «ExtendedComposite» in Figure 5.26 | |
| 1.3.04 | Aug. 24, 2023 | Revision marks from v1.3.03 accepted.   * Made clear that interfaces and signals can both extend object classes, but object classes cannot extend signals or interfaces in section 5.4.2.1   -----------------------------   * Relationship between the support property and the Multiplicity property defined in section 5.10 * Name for the non-navigable association end roles recommended in Figure 5.18. * New section 5.9.6 on Enumeration Enhancement added. * Section 5.4.2 on Relationship Notation restructured (added 5.4.3 and 5.4.4) * Comments/changes regarding «Specify» from Italo added. * «RootElement» added to object class notation (Figure 5.2) * Figure 5.31 aligned with guidelines * Figure 7.5 updated * Section 7.5 has been updated to cover any kind of constraint; not only xor * «Specify» Association Examples added to 5.4.5 * Section 4.5: Potential misunderstandings clarified * Wrong multiplicities removed from Table 5.3 * {spiral} Constraint Example added in Figure 7.10 * Section 7.1 renamed and exceptions removed from filename conventions * Section 4.4 description of Specialization and Generalization re-worded * Literal integer added to section 5.9.3 |

# Introduction

This Technical Recommendation has been developed within IISOMI (**I**nformal **I**nter-**S**DO **O**pen **M**odel **I**nitiative) and is published by ONF.

IISOMI is an open source project founded by UML model designers from various SDOs like ETSI NFV, ITU-T, MEF, ONF and TM Forum.  
The goal is to develop guidelines and tools for a harmonized modeling infrastructure that is not specific to any SDO, technology or management protocol and can then be used by all SDOs.  
The deliverables are developed in an open source community under the “Creative Commons Attribution 4.0 International Public License”.

This document defines the guidelines that have to be taken into account during the creation of a protocol-neutral UML (Unified Modeling Language) information model. These UML Modeling Guidelines are not specific to any SDO, technology or management protocol.

UML defines a number of basic model elements (UML artifacts). In order to assure consistent and harmonious information models, only a selected subset of these artifacts is used in the UML model guidelines in this document. It is not recommended to use UML artefacts not described in the Guidelines; this comprises also the artefact properties explicitly marked as “not used”. The semantic of the selected artifacts is defined in [2].

The guidelines of each basic model artifact are divided into three parts:

1. Short description

2. Graphical notation examples

3. Properties

The guidelines have been developed using the Papyrus open-source UML tool [1].

Note:  
This version of the guidelines is still work in progress! Known open issues are marked in yellow and described by comments.

# References

1. Papyrus Eclipse UML Modeling Tool [(https://www.eclipse.org/papyrus/)](https://www.eclipse.org/papyrus/)
2. Unified Modeling Language® (UML®) Resource Page (<http://www.uml.org/>)
3. OMG Unified Modeling Language® (UML®), Version 2.5 (<http://www.omg.org/spec/UML/2.5/>)
4. 3GPP/TM Forum Model Alignment JWG: FMC Model Repertoire [(ftp://ftp.3gpp.org/TSG\_SA/WG5\_TM/Ad-hoc\_meetings/Multi-SDO\_Model\_Alignment/S5eMA20139.zip)](ftp://ftp.3gpp.org/TSG_SA/WG5_TM/Ad-hoc_meetings/Multi-SDO_Model_Alignment/S5eMA20139.zip)
5. EAGLE UML-Yang Mapping Tool (<https://github.com/OpenNetworkingFoundation/EAGLE-Open-Model-Profile-and-Tools/tree/UmlYangTools>)

# Abbreviations

CORBA Common Object Request Broker Architecture

DS Data Schema

FMC Fixed-Mobile Convergence

HTTP Hypertext Transfer Protocol

IM Information Model

JMS Java Message Service

JSON JavaScript Object Notation

JWG Joint Working Group (TM Forum, 3GPP)

LCC Lower Camel Case

LTP Logical Termination Point

NA Not Applicable

OMG Object Management Group

PM Performance Monitoring

SDO Standards Developing Organization

UCC Upper Camel Case

UML Unified Modeling Language

XML Extensible Markup Language

WG Working Group

# Overview

## Documentation Overview

This document is part of a suite of guidelines. The location of this document within the documentation architecture is shown in Figure 4.1 below:



Figure 4.1: Specification Architecture

## Modeling approach

The information model is split into a structural part and a behavioral part; i.e., data model (structural/static) is decoupled from operations model (behavioral/dynamic).

**Important note:**It is important to understand that the UML class diagrams always show only parts of the underlying model. E.g., classes shown without attributes do not mean that the class has no attribute, i.e., attributes could be hidden in a diagram. The full model can be viewed in its entirety through the UML tool (i.e., Papyrus; XMI codes in the .uml file) and a view of key details is provided in a data dictionary.

Also note that in this document, use of the term “Class” refers to a UML class, unless otherwise specified.

## General Requirements

* UML 2.5 (Unified Modeling Language) is used for specifying the model.
* The model shall be management/control protocol-neutral, i.e., not reflect any middleware protocol-specific characteristics (like e.g., CORBA, HTTP, JMS).
* The model shall be map-able to various protocol-specific interfaces.  
  It is recommended to automate this mapping supported by tools.
* To ensure proper working of the mapping tools, the model designer shall only use the modeling patterns defined in these guidelines. Use of other UML patterns is at the own risk of the model designer.
* It shall be possible to separate UML artifact properties which are only required for interface related (purpose specific) models.
* Traceability from each modeling construct back to requirements and use cases shall be provided whenever possible.

## Model Extension Restrictions

UML allows to restrict the extension of the artefacts defined in the model via

* Specialization and
* Redefinition.

**Specialization** means extending an artefact (class, data type, enumeration, or primitive type) by defining a new artefact that inherits from the already defined artefact.

The Food object class remains as concrete which makes sure that instances from the left-side model in Figure 4.2 will work also in the right-side model.  
Instances from the right-side model will not work in the left-side model.

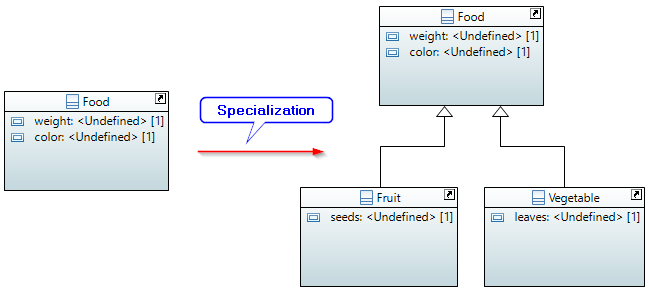
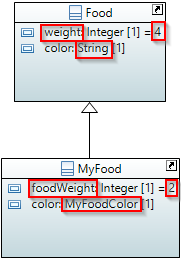


Figure .: Use of Specialization

This can be prohibited by setting the “IsFinalSpecialization” property of the artefact to “true”.

**Redefinition** means changing the definition of an already defined artefact (class, attribute, data type, enumeration or primitive type).

For example: An attribute could be redefined to have different name, visibility, type or default value.



This can be prohibited by setting the “IsLeaf” property of the attribute to “true”.

Note:  
The use of Generalization (see Figure 4.3) does **not** extend the model in this context.

The use of Generalization does enhance the model but does not affect the **instantiating of the instances** since the Food object class is defined as abstract in this example.  
This makes sure that instances from the left-side model will work in the right-side model and instances from the right-side model will work in the left-side model as well.

Note: The right-side model allows in addition to retrieve Food instances (vegetables and fruits).

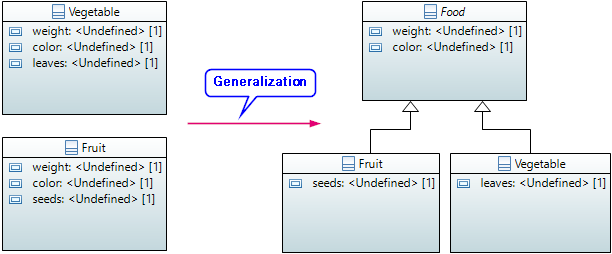


Figure .: Use of Generalization

## General Naming Conventions

The names of most of the UML artefacts are defined as lowerCamelCase (LCC) or UpperCamelCase (UCC). This means in detail:

1. The first letter is uppercase in case of UCC or lowercase in case of LCC
2. In case the name is composed of individual words, each new word starts with an uppercase letter
3. Abbreviations in the name should be treated as a word: ~~CamelUMLCase~~ 🡪 CamelUmlCase
4. No more than two capitalized letters shall directly follow each other: ~~CamelCASE~~ 🡪 CamelCase
5. The name must not start with a number: ~~2CamelCase~~ 🡪 CamelCase
6. The name must not contain special characters like e.g., dots(.), under\_scores or dashes (-): ~~Camel\_Case-Character.Dot~~ 🡪 CamelCaseCharacterDot
7. The name must not contain foreign letters like e.g., ä ö ü ß or accentuated like á é í: ~~CämélCáße~~ 🡪 CamelCase

## General Information on the UML Model

The following general information on the model shall be set/defined:

* Namespace  
  A unique and persistent namespace for the identifiers in the model.
* Organization  
  A human friendly written name of the SDO/OpenSource Project defining the model.
* Contact  
  Detailed information on the project and editor which have developed the model.
  + Project web site  
    The URL of the project web site.
  + Project email address  
    The e-mail address of the project.
  + Editor name  
    The name of the model editor (optional). It is recommended that editor name be a persistent role name instead or a personal name because of the possibility of the person’s role change.
  + Editor email address  
    The e-mail address of the model editor (optional). It is recommended that editor email address be a persistent address instead of a personal email address because of the possibility of the person’s role change.
* Description  
  A brief description of the model content; 1 line (optional).
* Copyright  
  The copyright notice for the model.
* License  
  The license statement for the model.
* Revision  
  Detailed information on this revision of the model. Each revision of the model should add an additional revision statement.
  + Date  
    The date of the revision.
  + Version  
    The project and the version of the revision.
  + Description  
    An additional specific description of the revision (optional).
  + Change log pointer  
    A link to a github UML change log (optional).
  + Additional changes  
    A list of additional manual changes (optional).
  + Reference  
    A list of referenced documents in the revision (optional).

# UML Artifact Descriptions

## Structural/behavioral features

The UML 2.5 specification [3] distinguishes between structural and behavioral features. The structural modeling is using Attributes (Properties) contained in Classes and the behavioral modeling is using Operations contained in Interfaces.

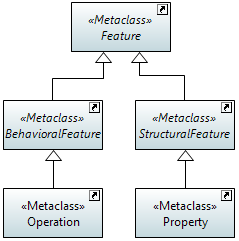


Figure 5.1: Structural/Behavioral Features in UML 2.5 Metamodel

The decoupling of attributes and operations allows a model designer to provide individual operations (specific parameter lists) for different views/managers.

## Classes

### Description

Classes are used to convey a structural (often called static)[[1]](#footnote-1) representation of an entity, including properties and attributes; i.e., data model, the structural part of the model.

### Class Notation

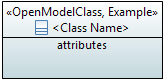
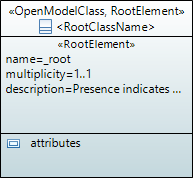
 

Figure 5.2: Graphical Notation for Classes

As highlighted in Figure 5.2, a class is represented usually with a name compartment and an attributes compartment. It is recommended that the name compartment contains also the assigned lifecycle stereotypes. In case the object class is defined as a root of the containment tree (i.e., «RootElement» stereotype assigned), the «RootElement» stereotype properties shall be shown in a separate compartment inside the object class. The attributes compartment can be set in a diagram to not expose the attributes or to expose some or all of the attributes.

In some diagrams the attributes are hidden to reduce clutter, in others only a subset of the attributes is exposed to focus attention on those attributes. It is also possible to hide the attribute compartment of a class in the class diagrams where a large number of classes need to be shown, as depicted in Figure 5.3.



Figure 5.3: Graphical Notation for Classes without Attributes Compartment

It is recommended that the name compartment also show stereotypes for the class where relevant. When showing stereotypes, the compartment may include the stereotype «OpenModelClass» (as all classes in the model have this stereotype by default) and may also include other stereotypes.

In the general UML definition, a class may have name, attribute and operation compartments, as shown in Figure 5.4, but since the structural part and the behavioral part of the model are decoupled, the operation compartment, is not used and always hidden.

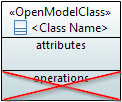
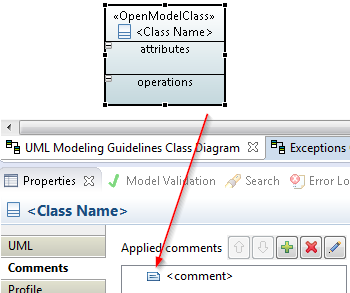


Figure 5.4: Graphical Notation for Classes with Attributes and Deprecated Operations Compartment

### Class Properties

A class  has the following properties:

* Name  
  Follows Upper Camel Case style (UCC). Each class in the model has a unique name. An example of Upper Camel Case: SubNetworkConnection.
* Documentation  
  Contains a short definition. The documentation is carried in the “Applied comments” field in Papyrus; i.e., the “Owned comments” field shall not be used. The complete documentation should be written in a single comment; i.e., at most one “Applied comment”.  
    
  [[2]](#footnote-2)
* Superclass(es)  
  Inheritance and multiple inheritance may be used to deal with shared properties.
* Abstract  
  Indicates if the object class can be instantiated or is just used for inheritance; i.e., abstract classes will not be instantiated.
* Is Leaf  
  Indicates that the object class must not be extended (Is Leaf = true); default = false. Not extending means it must not be subclassed.
* Additional properties are defined in the «OpenModelClass» stereotype which extends  
  () by default (required) the «metaclass» Class:

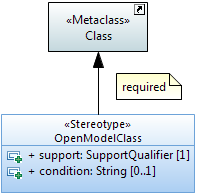


Figure 5.5: «OpenModelClass» Stereotype

* support  
  This property qualifies the support of the class at the management interface. See definition in clause 5.10.
* condition  
  This property contains the condition for the condition-related support qualifiers.
* Obsolete  
  Additional interface related properties (only relevant in the purpose-specific models of the information model; see Figure 4.1) are defined in the «OpenInterfaceModelClass» stereotype which extends  
  () by default (required) the «metaclass» Class:

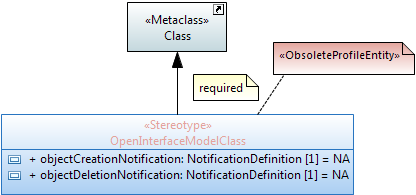


Figure 5.6: «OpenInterfaceModelClass» Stereotype (obsolete)

* objectCreationNotification  
  Defines whether an object creation notification has to be sent when the instance is created.
* objectDeletionNotification  
  Defines whether an object deletion notification has to be sent when the instance is deleted.
* Other properties:
* Choice (obsolete)  
  This optional stereotype identifies a class as a choice between different alternatives.

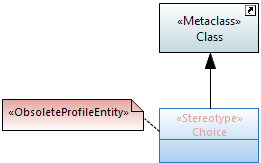


Figure 5.7: Potential Choice Annotation for Classes (obsolete)

* RootElement  
  This optional stereotype is only relevant in interface related (purpose-specific) models and identifies the associated object class as the root element when mapped to a tree structured data model.  
  The name property specifies the name for the root instance and follows Lower Camel Case (LCC) style with an underscore “\_” prefix.  
  The multiplicity property defines the constraint of the number of root elements in the data model. The format is similar to the UML multiplicity; i.e., <lower bound>..<upper bound>. E.g., "0..\*", "2..3", "1..\*".  
  The optional description property will be mapped e.g., in YANG to the presence statement.

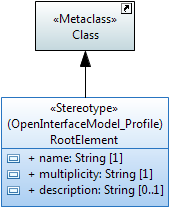


Figure 5.8: Optional RootElement Stereotype for Classes

The following UML defined class properties are not used (i.e., must be ignored regardless of the value they might have):

* Is active (default = false)
* Visibility (default = public)

## Attributes in Classes

### Description

Attributes contain the properties[[3]](#footnote-3) of a class. Note that the roles of navigable association ends become an attribute in the class at the other associated end when this association end is owned by the classifier; see also “Role Type” property in clause 5.4.5.  
Note: The association end can also be owned by the association itself in which case it does not become an attribute.

### Attribute Notation

The notation is:

|«<list of stereotypes>»| <visibility> <attribute name> : <attribute type> [<multiplicity>] = <default value>

Note: When no default is relevant or no default is defined, the “=” is not shown.

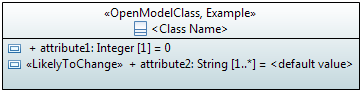


Figure 5.9: Graphical Notation for Classes with Attributes

Note: It is recommended to display either no attributes or all attributes of the object classes in given class diagram.  
It is also permissible to display only a subset of the attributes (e.g., to allow the drawing of a class diagram displaying only the required attributes of a specific feature) BUT in this case, it is recommended to warn the reader of such a class diagram by an appropriate note.

### Attribute Properties

An attribute has the following properties:

* Name  
  Follows Lower Camel Case (LCC) style and is unique across all attribute names within the inheritance tree. An example of Lower Camel Case: subNetworkConnectionIdentifier.  
  It is recommended that all Boolean typed attribute names start with ‘is’ (e.g., ‘isAbstract’), ‘must’ or a verb such as ‘has’ and the whole attribute name shall be composed in a way that it is possible to answer it by "true" or "false".
* Documentation  
  Contains a short definition. The documentation is carried in the “Applied comments” field in Papyrus; i.e., the “Owned comments” field shall not be used. The complete documentation should be written in a single comment; i.e., at most one “Applied comment”.
* Ordered  
  For a multi-valued multiplicity; this specifies whether the values in an instantiation of this attribute are sequentially ordered; default is false.
* Unique  
  For a multi-valued multiplicity, this specifies if the values of this attribute instance are unique (i.e., no duplicate attribute values); default is true.  
    
  *Excerpt from [3]: When Unique is true (the default), the collection of values may not contain duplicates. When Ordered is true (false being the default) the collection of values is ordered. In combination these two allow the type of a property to represent a collection in the following way:*

Table 5.1: Table 11.1/[3] – Collection Types for Properties

|  |  |  |
| --- | --- | --- |
| **Ordered** | **Unique** | **Collection type** |
| false | true | Set |
| true | true | OrderedSet |
| false | false | Bag |
| true | false | Sequence |

* Is Leaf  
  Indicates if the attribute definition is either fully consolidated (Is Leaf = true) or is not fully consolidated / cannot be consolidated (Is Leaf = false). Default = false.
* Type  
  Refers to a data type; see clause 5.9.
* Default Value  
  Provides the value that the attribute has to start with in case the value is not provided during creation, or already defined because of a system state.
* Multiplicity (\*, 1, 1..\*, 0..1, …)  
  Defines the number of values the attribute can simultaneously have.  
   \* is a list attribute with 0, one or multiple values;  
   1 attribute has always one value;  
   1..\* is a list attribute with at least one value;  
   0..1 attribute may have no or at most one value;  
  Default value is 1.  
  Other values are possible; e.g., “2..17”.
* Additional properties are defined in the «OpenModelAttribute» stereotype which extends  
  () by default (required) the «metaclass» Property:

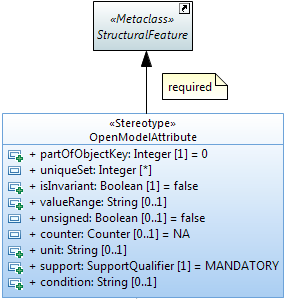


Figure 5.10: «OpenModelAttribute» Stereotype

* partOfObjectKey  
  This property indicates if the attribute is part of the object key or not.  
  Value = 0 (default) means the attribute is not part of the object key.  
  Values > 0 indicate that the attribute is part of the object key and the value defines the position of the attribute in case the key is composed of more than one attribute.  
  Attributes which are used as a key shall be invariant (i.e., property isInvariant = true), shall not be optional (i.e., the multiplicity shall be [1] or [1..x]) and the multiplicity shall be [1] after the Pruning&Refactoring process; i.e., a UML to Data Schema mapping tool shall not get a list attribute which is part of the object identifier.
* uniqueSet  
  This property defines if the attribute is part of a set of attributes which together (i.e., their values) have to be unique among all instances within a defined context.  
  No value means no uniqueness constraint.  
  An integer value identifies the uniqueness set.  
  An attribute may participate in more than one uniqueness sets.

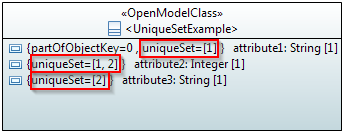


Figure 5.11: uniqueSet Usage Example

* isInvariant  
  This property identifies if the value of the attribute can be changed after it has been created; see also section 5.3.4.
* valueRange  
  This property identifies the allowed values for the attribute.
* unsigned  
  This optional property indicates if the attribute type is unsigned (value = true) or signed (value = false); if applicable, otherwise ignored.
* counter  
  This optional property defines the counter type of the attribute type; if applicable.
* unit  
  This optional property contains a textual definition of the unit associated with the attribute value.  
  The spelling of the unit, including the ones beyond SI scope, shall be in accordance to the NIST Publication 811 “Guide for the Use of the International System of Units (SI)” (http://www.nist.gov/pml/pubs/sp811/index.cfm), clause 9 “Rules and Style Conventions for Spelling Unit Names” as modified by the ISO/IEC 80000 series documents (<https://www.iso.org/committee/46202.html>).
* support  
  This property qualifies the support of the attribute at the management interface. See definition in clause 5.10
* condition  
  This property contains the condition for the condition-related support qualifiers.
* Additional interface related properties (only relevant in the purpose-specific models of the information model; see Figure 4.1) are defined in the «OpenInterfaceModelAttribute» stereotype which extends  
  () by default (required) the «metaclass» Property:

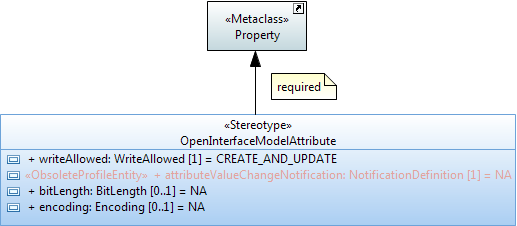


Figure 5.12: «OpenInterfaceModelAttribute» Stereotype

* writeAllowed  
  This property defines when the CLIENT is allowed to set the attribute value; see also section 5.3.4.
* attributeValueChangeNotification (obsolete)  
  This property defines whether a notification has to be raised when the attribute changes its value or not.
* bitLength  
  This optional property defines the bit length of the attribute type; if applicable.
* encoding  
  This optional property defines the encoding of the attribute type; if applicable.
* Other properties:
* «PassedByReference»  
  This stereotype shall only be applied to attributes that have a class defined as their type; i.e., association member ends owned by the class which became attributes. The stereotype is applied on a case-by-case basis.  
  The property defines that the attribute contains only the reference (name, identifier, address) of the referred instance(s) when being transferred across the interface.  
  Otherwise the attribute contains the complete information of the instance(s) when being transferred across the interface.
* «Bit»  
  This optional stereotype defines the position of a bit typed attribute in a «Bits» annotated data type.

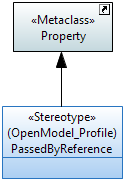
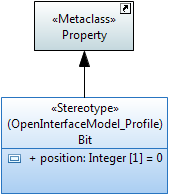
 

Figure 5.13: Potential Annotations for Attributes

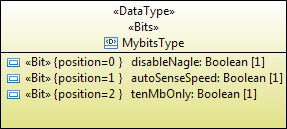


Figure 5.14: Modeling of a Bit Set Data Type Example

The following UML defined attribute properties are not used (i.e., must be ignored regardless of the value they might have):

* Is read only (default value = false)
* Is derived (default = false)
* Is derived union (default = false)
* Is static (default = false)
* Visibility (default = public)

### Attribute Setability

UML model designers need to be able to define the “setability” of attribute values. Standard UML provides a Boolean property called “readOnly”. Since this is not enough to describe all required cases “readOnly” is not used and two additional properties isInvariant and writeAllowed are defined.

From information model point of view (context) an attribute value can be set by two different actors (a) directly by the client or (b) from elsewhere.



Figure 5.15: Actors setting the Attribute Value

Legend:

* Red arrow  
  Setting of attribute is initiated directly by the client; i.e., setAttribute().
* Blue arrow  
  Setting of the attribute value has not been initiated directly by the client; i.e., is set from elsewhere (e.g., indirectly by the client, other clients, server, underlying system).

Client, Server and Underlying System in the figure are at one level of recursion. There may be many other levels below the Underlying System or above the Client.

One extreme example is the entire operator’s business represented by the Server. Another extreme example is when the Server represents a thin mediator on top of the traffic functions (Underlying System).

The isInvariant property identifies (system wide) if the value of the attribute can be changed after it has been created (isInvariant = false) or not (isInvariant = true).

The writeAllowed property defines (from the client point of view only) when the client is directly allowed to set the attribute value. This can be {only during creation | only after creation | during and after creation | at no time}; all values are mutually exclusive.

The properties isInvariant and writeAllowed are related. The following table shows the allowed combinations and their meaning:

Table 5.2: Allowed combinations of isInvariant and writeAllowed

|  |  |  |  |
| --- | --- | --- | --- |
| **#** | **isInvariant (system wide)** | **writeAllowed (client view)** | **meaning** |
| 1. | false | WRITE\_NOT\_ALLOWED | e.g., operationalState |
| 2. | false | UPDATE\_ONLY | initial value provided by the system |
| 3. | false | CREATE\_ONLY | e.g., ODUflex with HAO |
| 4. | false | CREATE\_AND\_UPDATE | unrestricted read/write |
| 5. | true | WRITE\_NOT\_ALLOWED | e.g., identifier provided by the system |
| 6. | ~~true~~ | ~~UPDATE\_ONLY~~ | Not allowed If isInvariant=true 🡪 set after creatin not possible |
| 7. | true | CREATE\_ONLY | e.g., fixed size ODU, identifier provided by the client |
| 8. | ~~true~~ | ~~CREATE\_AND\_UPDATE~~ | Not allowed If isInvariant=true 🡪 set after creatin not possible |

## Relationships

### Description

Relationships are defined between classes. Their relationship ends specify the role that the class at that end performs.

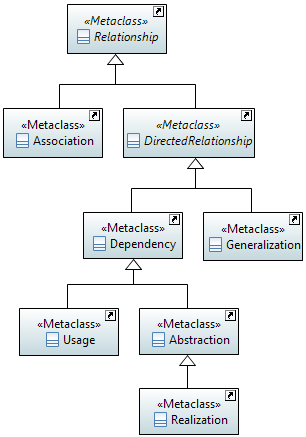


Figure 5.16: Metaclass Diagram of used Relationships

The aggregation property of an association can be Composite/Shared/None and is a statement of **contained-by-value v/s contained-by-reference**; i.e., a composite aggregation is contained-by-value; shared/none aggregation is contained-by-reference.

The role multiplicity at the ends of an association solely defines the **lifecycle** dependency of the involved classes; i.e., an instance of a class requires an instance of the opposite side of the association when the role-multiplicity of that class has a lower value of at least one.

Table 5.3: Lifecycle Dependencies of Associations

| Association Case is valid for any combination of shown multiplicities (Note: class diagrams are not UML conform) | ClassA requires ClassB | ClassB requires ClassA |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

UML allows only one composite aggregation association to a component class at the same time; regardless of the multiplicity. Multiple composite aggregation associations to the same component class need to be related by an {xor} constraint.  
A further, parallel aggregation to the same component class has to be modelled by a shared aggregation association. Lifecycle dependency can be modelled by setting the lower value of the multiplicity to at least one at the aggregation end (hollow diamond). More than one additional lifecycle dependency shared aggregation associations are always related by an {xor} constraint.

Note:

### Relationship Notation

The following examples show the different kinds of relationships that are used in the model.

Figure 5.18 shows a bi-directional navigable association where each class has a pointer to the other. The association end role name becomes the name of the corresponding attribute. I.e., in the example: ClassA will have an attribute named “\_classB” pointing to ClassB and vice versa.

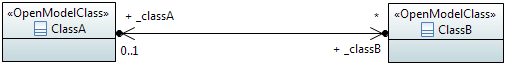




Figure 5.17: Bidirectional Association Relationship Notation Examples

Both ways of displaying navigable association end role names are allowed in class diagrams; i.e., as role names (top of Figure 5.17) and as attributes (bottom of Figure 5.17).  
It is not recommended to use both ways in a single class diagram since it provides redundant information.

Figure 5.18 shows a unidirectional association (shown with an open arrow at the target class) where only the source class has a pointer to the target class and not vice-versa.  
Even though it is not a meaningful part of the model, it is recommended to also define a name for the non-navigable association end role following the naming conventions for role names. Nevertheless, role names of non-navigable association ends must not be visible in the diagram.

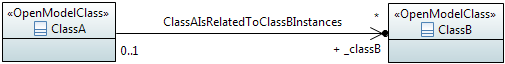


Figure 5.18: Unidirectional Association Relationship Notation Example

Figure 5.19 shows a non-navigable association where none of the classes have a pointer to the other; i.e., such associations are just for illustration purposes. Non-navigable associations should have a name.

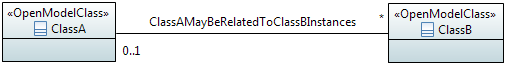


Figure 5.19: – Non-navigable Association Relationship Notation Example

A **reference pointer** is a navigable association to a class. Such a class may be instantiated in more than one naming path/tree. In order to identify the specific naming path/tree for a reference pointer a “REFERENCE\_DEPENDENCY” constraint (for the definition of constraints refer to section 7.5) is added where the context is the reference pointer and the constrained element is the related naming path/tree composite aggregation association. This constraint relates the reference pointer to an individual composition aggregation association.

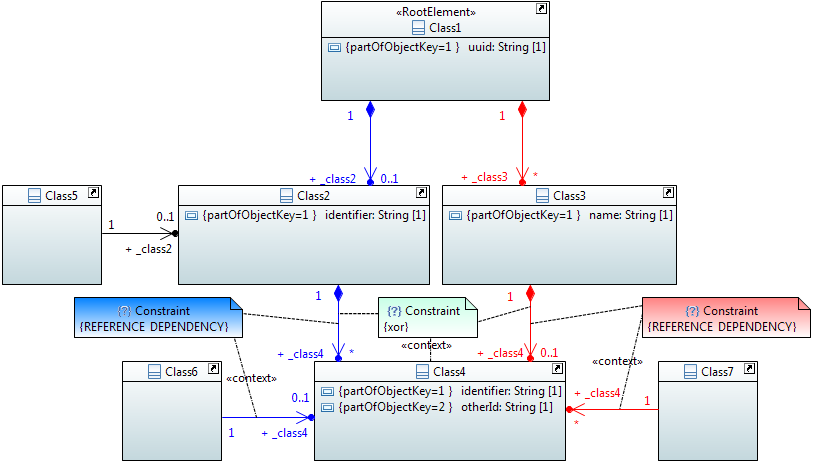


Figure 5.20: Reference Pointer to Classes with more than one Composition Aggregation Association Relationship Notation Example

A shared **aggregation** is a special type of association in which objects are assembled or configured together to create a more complex object. Aggregation protects the integrity of an assembly of objects by defining a single point of coordination called aggregate, in the object that represents the assembly.

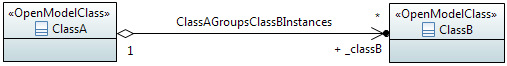


Figure 5.21: Shared Aggregation Association Relationship Notation Example

A shared aggregation association can also be used to indicate an additional lifecycle dependency (in addition to an already defined composite aggregation association) when the multiplicity at the aggregation ends (diamond) is set to at least one.

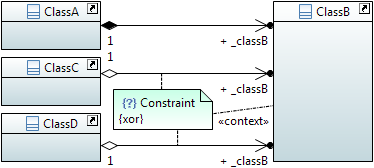


Figure 5.22: Multiple Lifecycle Dependency Aggregation Associations Relationship Notation Example

Note: More than one additional lifecycle dependency shared aggregation associations are always related by an {xor} constraint.

Obsolete: A **«LifecycleAggregate»** aggregation is a shared aggregation which indicates a lifecycle dependency between a grouping instance and its shared part instances; similar to the lifecycle dependency of a composite aggregation.

This option is intended to be used **only** when the shared part object class has another stronger lifecycle dependency (such as composition).

The multiplicity at the grouping side of the «LifecycleAggregate» relationship defines the mode: single = exclusive mode, one or more = shared mode.  
In *exclusive mode*, a shared part object instance must not be aggregated by more than one grouping instance via a **«**LifecycleAggregate» relationship.  
In *shared mode*, a shared part object instance can be aggregated by more than one grouping instance via a **«**LifecycleAggregate» relationship.

A shared part instance has to have at all times a containing composite instance AND a single (in case of exclusive mode) or at least one (in case of shared mode) aggregating grouping instance.

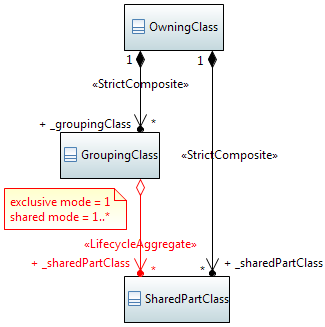


Figure 5.23: «LifecycleAggregate» Aggregation Association Relationship Notation

Note: The «LifecycleAggregate» association cannot define the operational behavior which can be seen from containing or contained class point of view. Four deletion policies can be distinguished:

1. Deletion of containing OwningClass instance deletes all contained instances
2. Deletion of containing GroupingClass instance deletes aggregated instances
3. Containing OwningClass instance must not be deleted as long as contained instances exist
4. Containing GroupingClass instance must not be deleted as long as contained instances exist

A **composite** aggregation association is a strong form of aggregation that requires a part instance be contained-by-value in at most one composite instance at a time. The multiplicity at the diamond end of the association can only be [0..1] or [1].

Part instances in a normal (i.e., not «ExtendedComposite» aggregation) composite aggregation association can be instantiated.  
Part instances which are associated to the aggregation class with a multiplicity of [0..1] at the diamond end can be instantiated stand-alone and will be stand-alone for their entire life.  
Part instances which are created in the context of an aggregation class must have this associated aggregation class for their entire life and cannot be moved (they can only be deleted).

Note: In the example below, ClassA also names ClassB instances; defined by the «Names» stereotype.



Figure 5.24: Composite Aggregation Association Relationship Notation Example

Obsolete: A **«StrictComposite»** aggregation association is a composite aggregation where it is NOT possible for the part instance to move from one parent instance to another (as is allowed in regular compositions).

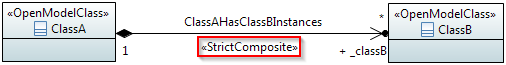


Figure 5.25: «StrictComposite» Aggregation Association Relationship Notation

### Model Artefact Extensions using Relationships

UML defines several ways to model the extension of artefact (classes, data types, enumerations). It is irrelevant for such extensions if the extended artefact and the extending artefact are in the same or in different models. One important differentiating factor is, which artefact (extended or extending) is getting instantiated.

Table 5.4: Model Artefact Extension Overview

|  |  |  |  |
| --- | --- | --- | --- |
| Extending Relationship | Applicable Artefacts | Instantiated Artefact | Comments |
| «ExtendedComposite» | Object Classes Interfaces Signals | Extended | Extending artefact is abstract |
| Generalization | Object Classes Complex Data Types | Extending | Extended artefact is usually abstract |
| «abstraction» incl. «Specify» | Object Classes Complex Data Types Enumerations | Extended | Extending artefact is usually abstract |

#### «ExtendedComposite» Aggregation

An **«ExtendedComposite»** aggregation is a more restrictive form of a composite aggregation where the extending classes (i.e., object classes, interfaces or signals) will never be explicitly instantiated (i.e., are abstract), but that the attributes/operations defined by the extending class will be transferred to the class being extended at runtime, much like the UML Generalization relationship. In other words, the extending classes are essentially carrying attributes/operations of the extended class in a grouping-pack. The multiplicity at the diamond end of the association is always [1] and the extending class has a multiplicity of [0..1] or [1].

Notes:  
Object Classes, interfaces and signals can all extend object classes, but object classes cannot extend signals or interfaces.  
It is also possible that an extending class can extend more than one object classes.

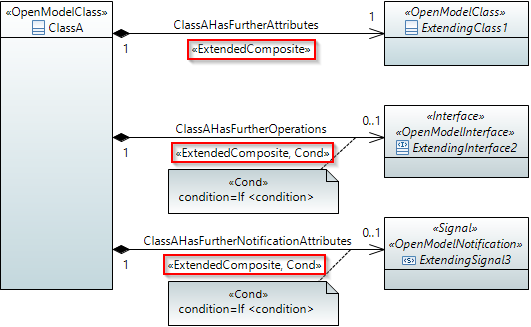


Figure 5.26: «ExtendedComposite» Aggregation Association Relationship Notation Examples

Note: The modelling of the «ExtendedComposite» aggregation needs to be adapted in case the UML model needs to be mapped to YANG by the UML to YANG mapping tool [5].  
It is recognized that this workaround will create an unnecessary attribute in the extended class, but the correct YANG can only be generated when the navigable association end at the extending class is owned by the classifier (expressed by the black dot at the arrow as shown in the diagram below).

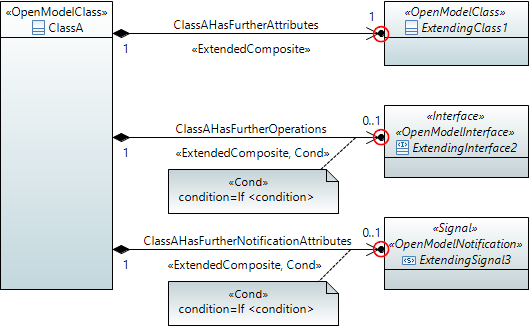


Figure 5.27: «ExtendedComposite» Aggregation Association Relationship Notation Examples compatible to the YANG mapping tool

#### Generalization Relationship

A generalization indicates a relationship in which one class (the child) inherits from another class (the parent). A generalization relationship may be conditional, identified by the «Cond» stereotype.

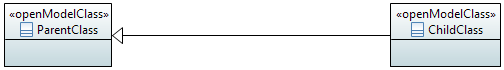
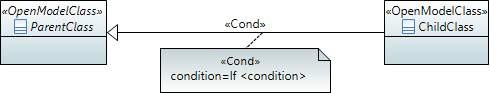
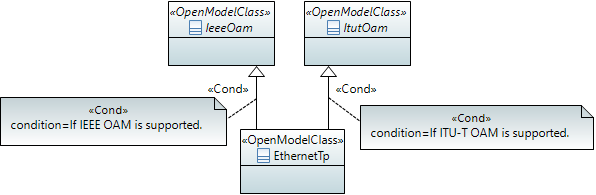
  
  
  
  


Figure 5.27: Generalization Relationship Notation (normal, conditional and example)

#### **«**abstraction**»** Relationship

The abstraction dependency relationship can be used to extend classes, complex data types and enumerations.

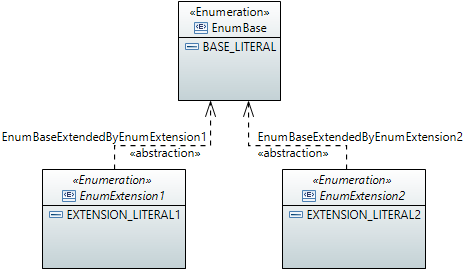
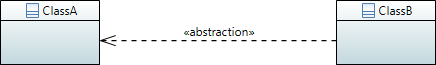
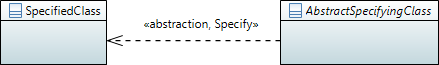
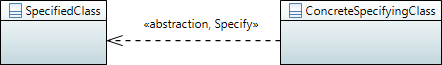


Figure 5.28: **«**abstraction**»** Dependency Notation – Enumeration Example

In Figure 5.28 the EnumBase enumeration is extended by EnumExtension1 and EnumExtension2. I.e., an attribute having EnumBase as its data type would contain all three literals. EnumExtension1 and EnumExtension2 must not be used as data type since they are defined as abstract.

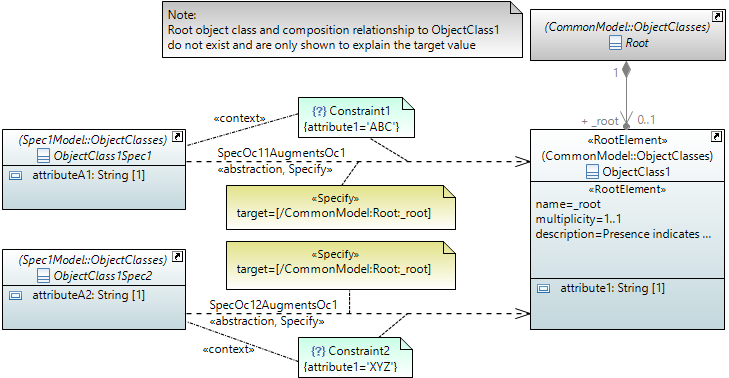
Note: The EnumBase enumeration in Figure 5.28 must not have set its isLeaf property to true!! in order to be able being extended.

specifiedying5.4.5

«Specify»

the specifying going to the specified class It is recommended to define the specifying class as abstract. Defining concrete specifying classes is permissible.



### Other Relationships

Two more relationships from the UML specification may be used: Dependency and Realization

#### Dependency Notation

“*A dependency is a relationship that signifies that a single or a set of model elements requires other model elements for their specification or implementation. This means that the complete semantics of the depending elements is either semantically or structurally dependent on the definition of the supplier element(s)...*“, an extract from [2].  
A dependency relationship may define naming identified by the «NamedBy» stereotype.


Figure 5.28: Dependency Relationship Notation (normal and naming)

The **usage** dependency relationship along with the relationship name indicates the dependency between an Interface and the object class the Interface is working on.

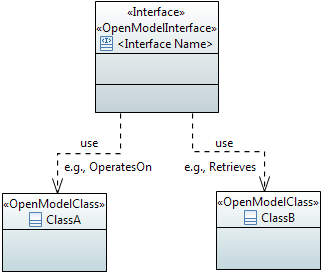
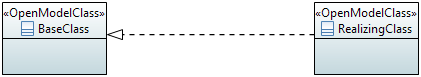


Figure 5.29: Usage Dependency Notation

The **realization** dependency relationship indicates the relationship between a base class and it’s realizing class.

The **realization** dependency relationship along with the «PruneAndRefactor» stereotype indicates the relationship between a Base Model class/relationship and the cloned/pruned/refactored Purpose Specific Model class/relationship.



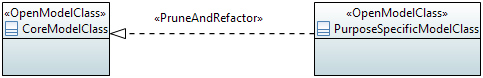


Figure 5.32: Realization Dependency Notation Example

### Relationship Properties

A relationship has the following properties:

* Name  
  Follows Upper Camel Case (UCC) style and is unique across all relationship names defined in the whole model.  
  The format for associations is "<Class1Name><VerbPhrase><Class2Name>" where the verb phrase creates a sequence that is readable and meaningful. In case of a long class name, it is also allowed to use a short form of the name.
* Documentation  
  Contains a short definition. The documentation is carried in the “Applied comments” field in Papyrus; i.e., the “Owned comments” field shall not be used. The complete documentation should be written in a single comment; i.e., at most one “Applied comment”.
* Abstract (only association)  
  Associations which are just for explanation to the reader of the model are defined as "abstract" (Note: In Papyrus, the abstract property is defined in the Advanced tab of the Properties view). Their ends are not navigable and have no role names. Abstract associations shall not be taken into account in a protocol specific implementation.
* Type  
  The following types are used:
* simple association,
* composition association,
* aggregation association,
* generalization,
* dependency,
* usage dependency,
* abstraction dependency,
* realization dependency.
* Role Name (only associations)  
  Follows Lower Camel Case (LCC) style with an underscore “\_” prefix and identifies the role that the object plays at this end (Member End) of the association.
* Role Type (only association)  
  The type of the role is fixed to the class attached to the association end. Therefore, it is important to define the type as “passed by reference” or “passed by value”. Pointer and shared aggregation associations are per default passed by reference (i.e., contain only the reference (name, identifier, address) to the referred instance(s) when being transferred across the interface). The composite aggregation and «ExtendedComposite» associations are always passed by value (i.e., contain the complete information of the instance(s) when being transferred across the interface).

Note: The Owner of a navigable Member End has to be the Classifier to become an attribute in the class.

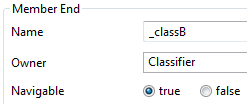


Figure 5.33: Owner of a navigable Member End

* Role Multiplicity (only association)  
  Identifies the number of class instances that can participate in an instance of the association. Lifecycle dependency is identified by a multiplicity of at least one.
* Additional optional properties:
* «Names» (only association)  
  The «Names» stereotype identifies that the association is used to define the naming.
* «NamedBy» (only dependency)  
  The «NamedBy» stereotype identifies that a dependency relationship is used to define naming.
* «Cond» (all relationships)  
  The «Cond» stereotype identifies that the relationship is conditional. The condition is also provided.
* «StrictComposite» (only association) (obsolete)  
  The «StrictComposite» stereotype can only be applied to associations with a composite end (i.e., composite aggregation association). It means that the content of the “parts” classes is part of the “composed” parent class and has no opportunity for independent lifecycle. In this case although an instance of the "parts" classes can be created and deleted anytime, it has to be in the context of the "composed" parent class. In other words, the parent class instance has to exist and it is NOT possible for the "part" instance to move from one parent instance to another (allowed in regular composition).  
  Whereas in an association with a composite end that is not «StrictComposite» the composed class is a part that has a restricted independent lifecycle. In this case an instance of the composed class can be created and deleted in the context of the parent class and should be represented as a separate instance from the parent in an implementation. This is especially true where there is a recursive composition. It is possible that in some cases the composed instance could move from one parent to another so long as it exists with one parent only at all points of the transaction. This move is not meaningful for a class associated via a «StrictComposite» association.
* «ExtendedComposite» (only association)  
  The «ExtendedComposite» stereotype indicates a more restrictive form of a composite aggregation where the "extending" classes will never be explicitly instantiated, but that the attributes defined by the “extending” class will be transferred to the class being “extended” at runtime, much like the UML “Generalization” relationship (with the difference, that in the «ExtendedComposite» case the “extended” class is instantiated and in the “Generalization” case the subclass is instantiated). In other words, the "extending” classes are strictly composed, they are essentially carrying attributes of the “extended” class in a grouping-pack and often referred to as "\_Pacs".
* «LifecycleAggregate» (only shared aggregation association) (obsolete)  
  A «LifecycleAggregate» aggregation is a shared aggregation which indicates a lifecycle dependency between a grouping instance and its shared part instances; similar to the lifecycle dependency of a composite aggregation.  
  The «LifecycleAggregate» aggregation can only be used jointly with another stronger lifecycle dependency (such as composition) to the same part instance; i.e., must not be used alone.
* «PruneAndRefactor» (only realization)  
  The «PruneAndRefactor»stereotype identifies that a realization association is used to identify pruning and refactoring.
* «Specify» (only abstraction)  
  The «Specify» stereotype is applied on the UML “Abstraction” relationship to indicate that the definition of the more abstract entity class in the abstraction relationship is augmented by the "specification" class definition at runtime. Furthermore, there is a potential for an entity class definition to be augmented by more than one "specification" class definitions. In other words, one of the specification classes adds-to and expands the runtime-definition of the entity class. This also implies that the entity class cannot be aware of the existence of specification classes at design time. Since the “Specify” relationship is defined to support runtime code/schema generation and dependency injection, a stereotype-property “target” is defined to point to the actual node being augmented within the object/instance schema.

The "target" value should be in the following format:  
[/<ModelName>:<ClassName>:<navigable association end role name>], with the following clarifications:

1. The navigation to the instance of a RootElement object class is specified by a <navigable association end role name> having the same name as the value of the name attribute of the RootElement stereotype that belongs to an abstract objet class, which is not defined in the UML model, having the same name as the value of the name attribute of the RootElement stereotype converted to the UCC style without an underscore “\_” prefix (e.g., \_context is converted to Context): see for example the target path /BaseModel:Root:\_root in Example 1 below;
2. The navigation to the instance of a concrete object class which is specifying another object class is specified by a <navigable association end role name> having the same name of the specifying object class, in LCC with an underscore “\_” prefix (e.g., ConcreteSpecification1Class is converted to \_concreteSpecification1Class) in the Example 3 below.

Example 1: The AbstractSpecification1Class in the Specify1Model augments the RootClass in the BaseModel.

The target property of the «Specify» stereotype need to be defined in this example as:  
target=[/BaseModel:Root:\_root]

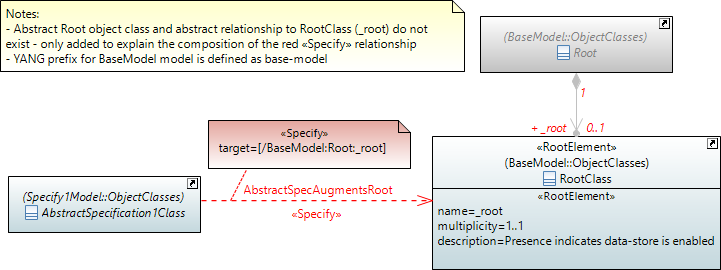


Figure 5.36: «Specify» Association Example 1

Example 2: AbstractSpecification2Class in Specify2Model augments ObjectClassB in Specify1Model.

The target property of the «Specify» stereotype need to be defined in this example as:  
target=[/BaseModel:Root:\_root/  
Specify1Model:AbstractSpecification1Class:\_objectClassA/  
Specify1Model:ObjectClassA:\_objectClassB]

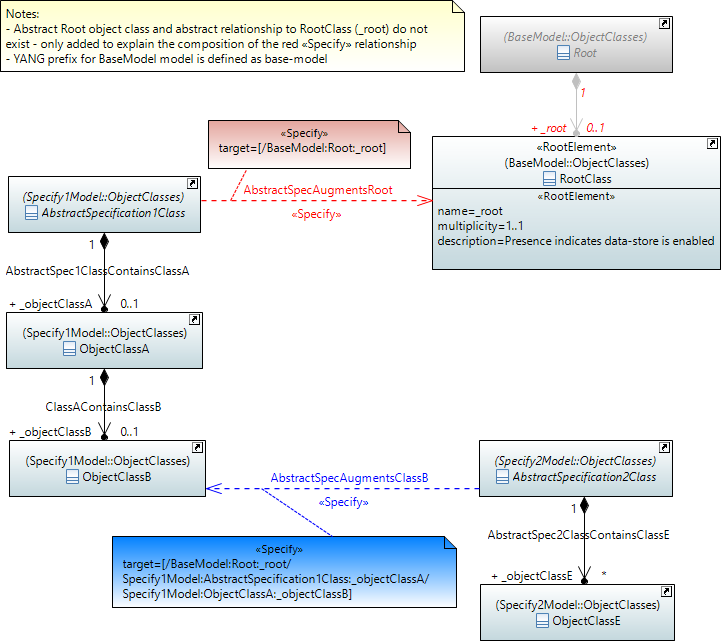


Figure 5.37: «Specify» Association Example 2

Example 3: ConcreteSpecification2Class in Specify2Model augments ObjectClassD in the Specify1Model.  
Note: Using concrete specifying classes is not recommended.

The target property of the «Specify» stereotype need to be defined in this example as:  
target=[/BaseModel:Root:\_root/  
Specify1Model:ConcreteSpecification1Class:\_concreteSpecification1Class/  
Specify1Model:ConcreteSpecification1Class:\_objectClassC/  
Specify1Model:ObjectClassC:\_objectClassD]

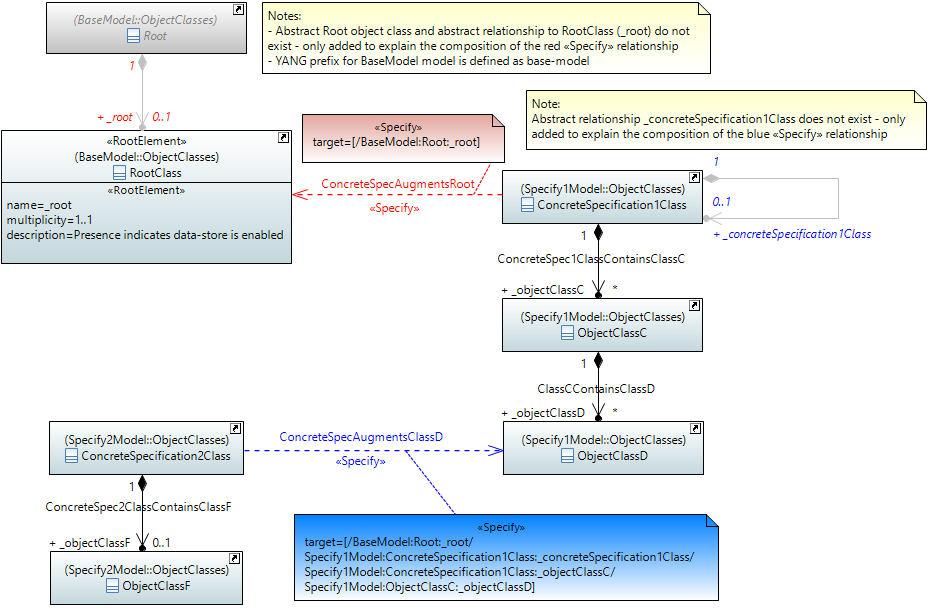


Figure 5.38: «Specify» Association Example 3

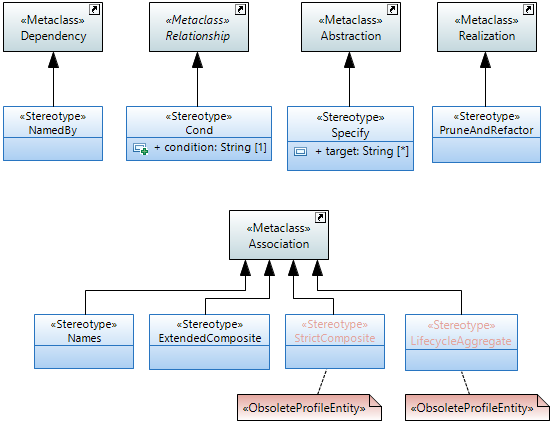


Figure 5.34: Potential Annotations for Associations

The following UML defined role/attribute properties are not used (i.e., must be ignored regardless of the value they might have):

* Visibility (default = public)

## Interfaces

### Description

An «Interface» is used to group operations, i.e., models the dynamic part of the model. Groupings of operations can be used to modularize the functionalities of the specification.

Note: Interfaces (and operations) may only be defined in the purpose-specific models of the information model; see Figure 4.1.

### «Interface» Notation

Interfaces are identified by the stereotype «Interface».

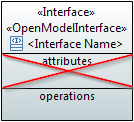


Figure 5.35: Graphical Notation for «Interface»

«Interfaces» usually have name, attributes and operations compartments. The structural part and the behavioral part of the model are decoupled. Therefore, the attributes compartment is not used and always empty. It is also possible to hide the attributes compartment in the interface diagrams.

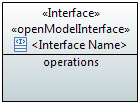


Figure 5.36: Graphical Notation for «Interface» without Attributes Compartment

Note: The graphical notation of an «Interface» may show an empty operation compartment so as to reduce clutter even if the «Interface» has operations.

### «Interface» Properties

An «Interface»  has the following properties:

* Name  
  Follows Upper Camel Case (UCC) style and is unique across all «Interface» names in the model.
* Documentation  
  Contains a short definition. The documentation is carried in the “Applied comments” field in Papyrus; i.e., the “Owned comments” field shall not be used. The complete documentation should be written in a single comment; i.e., at most one “Applied comment”.
* Superinterface(s)  
  Inheritance and multiple inheritance may be used.
* Abstract  
  Indicates if the «Interface» can be instantiated or is just used for inheritance.
* Additional properties are defined in the «OpenModelInterface» stereotype which extends  
  () by default (required) the «metaclass» Interface:

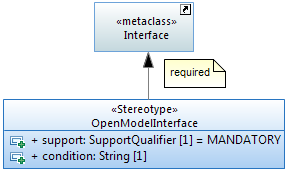


Figure 5.37: «OpenModelInterface» Stereotype

* support  
  This property qualifies the support of the «Interface» at the management interface. See definition in clause 5.10.
* condition  
  This property contains the condition for the condition-related support qualifiers.

The following UML defined interface properties are not used (i.e., must be ignored regardless of the value they might have):

* Is leaf (default = false)
* Visibility (default = public)

## Interface Operations

### Description

Operations  can be defined within an «Interface». An «Interface» shall have at least one operation.

Note: Operations may only be defined in the purpose-specific models of the information model; see Figure 4.1.

### Operation Notation

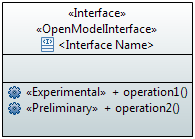


Figure 5.38: Graphical Notation for «Interface» with Operations

### Operation Properties

An operation has the following properties:

* Name  
  Follows Lower Camel Case (LCC) style and is unique across all operation names defined in the whole model.
* Documentation  
  Contains a short definition. The documentation is carried in the “Applied comments” field in Papyrus; i.e., the “Owned comments” field shall not be used. The complete documentation should be written in a single comment; i.e., at most one “Applied comment”.
* Pre-condition(s)  
  This property defines the conditions that have to be true before the operation can be started (i.e., if not true, the operation will not be started at all and a general “precondition not met” error will be returned, i.e., exception is raised).
* Post-condition(s)  
  This property defines the state of the system after the operation has been executed (if successful, or if not successful, or if partially successful).  
  Note that partially successful post-condition(s) can only be defined in case of non-atomic operations.  
  Note that when an exception is raised, it should not be assumed that the post-condition(s) are satisfied.
* Parameter(s)  
  See clause 5.7.
* Operation Exceptions  
  Lists the allowed exceptions for the operation.  
  The model uses predefined exceptions which are split in 2 types:  
  - generic exceptions which are associated to all operations by default  
  - common exceptions which needs to be explicitly associated to the operation.  
    
  Note: These exceptions are only relevant for a protocol neutral information model. Further exceptions may be necessary for a protocol specific information model.

Generic exceptions:

* Internal Error: The server has an internal error.
* Unable to Comply: The server cannot perform the operation. Use Cases may identify specific conditions that will result in this exception.
* Comm Loss: The server is unable to communicate with an underlying system or resource, and such communication is required to complete the operation.
* Invalid Input: The operation contains an input parameter that is syntactically incorrect or identifies an object of the wrong type or is out of range (as defined in the model or because of server limitation).
* Not Implemented: The entire operation is not supported by the server or the operation with the specified input parameters is not supported.
* Access Denied: The client does not have access rights to request the given operation.

Common exceptions:

* Entity Not Found: Is thrown to indicate that at least one of the specified entities does not exist.
* Object In Use: The object identified in the operation is currently in use.
* Capacity Exceeded: The operation will result in resources being created or activated beyond the capacity supported by the server.
* Not In Valid State: The state of the specified object is such that the server cannot perform the operation. In other words, the environment or the application is not in an appropriate state for the requested operation.
* Duplicate: Is thrown if an entity cannot be created because an object with the same identifier/name already exists.
* Additional properties are defined in the «OpenModelOperation» stereotype which extends  
  () by default (required) the «metaclass» Operation:

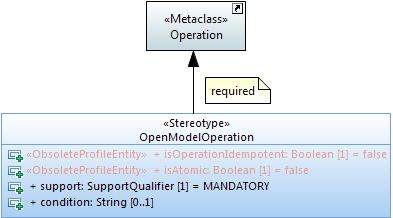


Figure 5.39: «OpenModelOperation» Stereotype

* isOperationIdempotent (Boolean) (obsolete)  
  This property defines if the operation is idempotent (true) or not (false).  
  Example: When an operation is going to create an instance which does already exist, an idempotent operation would return success and a non-idempotent operation would return an exception.
* isAtomic (Boolean) (obsolete)  
  This property identifies if the operation is best effort or is successful / not successful as a whole.
* support  
  This property qualifies the support of the operation at the management interface. See definition in clause 5.10.
* condition  
  This property contains the condition for the condition-related support qualifiers.

The following UML defined operation properties are not used (i.e., must be ignored regardless of the value they might have):

* Is leaf (default = false)
* Is query (default = false)
* Is static (default = false)

## Operation Parameters

### Description

Parameters define the input and output signals of an operation.

Note: Operations and their parameters may only be defined in the purpose-specific models of the information model; see Figure 4.1.

### Parameter Notation

The notation is:

<visibility> <direction> <parameter name> : <parameter type> [<multiplicity>] = <default value>

Note: When no default is relevant or no default is defined, the “=” is not shown

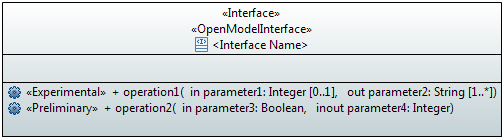


Figure 5.40: Graphical Notation for «Interface» with Operations and Parameters

### Parameter Properties

A parameter has the following properties:

* Name  
  Follows Lower Camel Case (LCC) style
* Documentation  
  Contains a short definition. The documentation is carried in the “Applied comments” field in Papyrus; i.e., the “Owned comments” field shall not be used. The complete documentation should be written in a single comment; i.e., at most one “Applied comment”.
* Direction  
  Parameters can be defined as:  
  - input parameters  
  - output parameters  
  - in out parameters
* Type  
  Refers to a data type.  
  Note that a list of parameters can also be combined in a complex data type.
* Default Value  
  Defines the value that the parameter has in case the value is not provided. If it is mandatory to provide a value, the default value is set to NA.
* Is Ordered  
  Defines for a multi-valued parameter that the order of the values is significant.
* Multiplicity  
  Defines the number of values the parameter can simultaneously have.
* Additional properties are defined in the «OpenModelParameter» stereotype which extends  
  () by default ({required}) the «metaclass» Parameter:

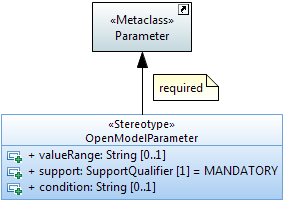


Figure 5.41: «OpenModelParameter» Stereotype

* valueRange  
  Identifies the allowed values for the parameter.
* support  
  This property qualifies the support of the parameter at the management interface. See definition in clause 5.10.
* condition  
  This property contains the condition for the condition-related support qualifiers.
* Other properties:
* PassedByReference  
  This property is only relevant in interface related (purpose-specific) models and shall only be applied to parameters that have an object class defined as their type; i.e., on a case by case basis.  
  The property defines if the attribute contains only the reference (name, identifier, address) to the referred instance(s) when being transferred across the interface.  
  Otherwise the parameter contains the complete information of the instance(s) when being transferred across the interface.

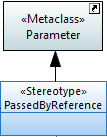


Figure 5.42: «PassedByReference» Stereotype

The following UML defined parameter properties are not used (i.e., must be ignored regardless of the value they might have):

* Is exception (default = false)
* Is stream (default = false)
* Is unique (default = true)
* Visibility (default = public)

## Notifications

### Description

Note: Notifications may only be defined in the purpose-specific models of the information model; see Figure 4.1.

The UML «Signal» artifact is used to define the content of a notification. The information is defined in the attributes of the «Signal».

### Notification Notation

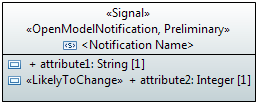


Figure 5.43: Graphical Notation for «Signal»

### Notification Properties

A notification/signal  has the following properties:

* Name  
  Follows Upper Camel Case (UCC) style. Each notification/signal in the model has a unique name. An example of Upper Camel Case: ObjectCreationNotification.
* Documentation  
  Contains a short definition. The documentation is carried in the “Applied comments” field in Papyrus; i.e., the “Owned comments” field shall not be used. The complete documentation should be written in a single comment; i.e., at most one “Applied comment”.
* Superclass(es)  
  Inheritance and multiple inheritance may be used to deal with shared properties.
* Abstract  
  Indicates if the notification/signal can be instantiated or is just used for inheritance.
* Additional properties are defined in the «OpenModelNotification» stereotype which extends () by default (required) the «metaclass» Signal:

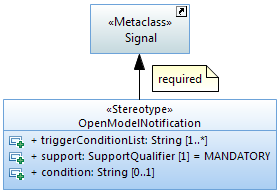


Figure 5.44: «OpenModelNotification» Stereotype

* triggerConditionList  
  This property contains the triggering conditions that cause the notification. Create one element in the trigger condition list per trigger as shown on the figure below:

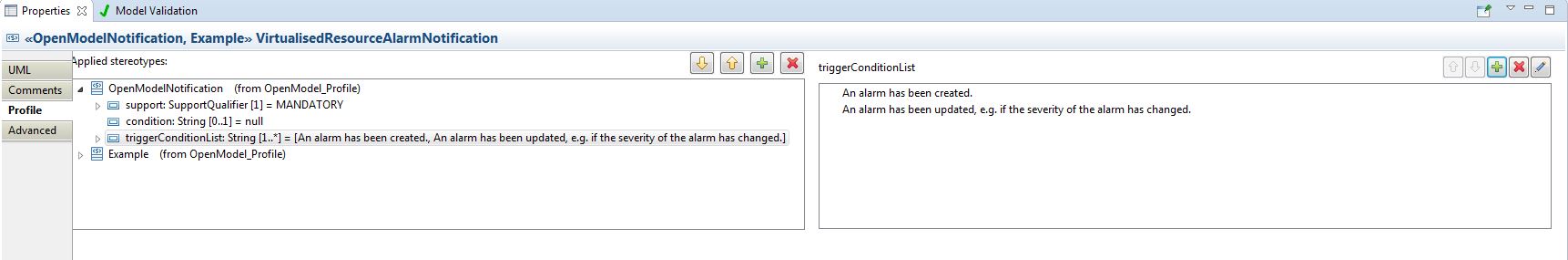


Figure 5.45: Notification Trigger Condition List

Use the green + button to create a new element in the list:

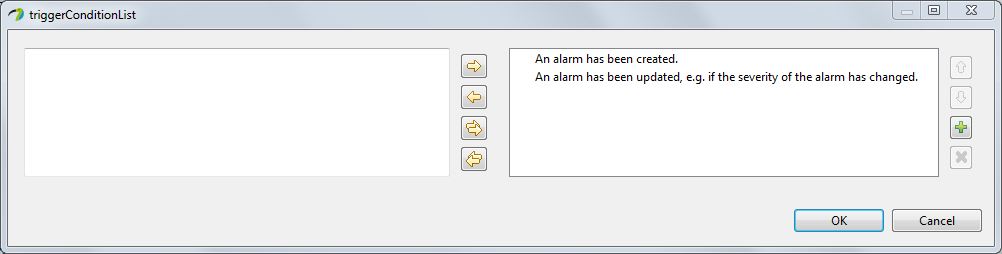


Figure 5.46: Trigger Condition List Pop-up

* support  
  This property qualifies the support of the notification/signal at the management interface. See definition in clause 5.10.
* condition  
  This property contains the condition for the condition-related support qualifiers.

The following UML defined class properties are not used (i.e., must be ignored regardless of the value they might have):

* Is leaf (default = false)
* Visibility (default = public)

## Data Types

### Description

Data Types are used as type definitions of attributes and parameters.

Data Types are divided into 3 categories:

* (Complex) Data Types (further structured; e.g., Host which combines ipAddress and domainName)
* Primitive Types (not further structured; e.g., Integer, MAC address).
* Enumerations

### Type Notation

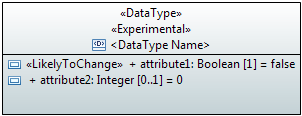


Figure 5.47: Graphical Notation for «DataType»

Note: Default values may not be shown in all class diagrams.

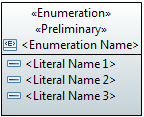


Figure 5.48: Graphical Notation for «Enumeration»



Figure 5.49: Graphical Notation for «PrimitiveType»

### Type Properties

A type has the following properties:

* Category  
  Three categories are used in the model:  
  - dataType  
  - enumeration  
  - primitive
* Name  
  Follows Upper Camel Case (UCC) style and is unique across all data type names defined in the whole model.
* Documentation  
  Contains a short definition. The documentation is carried in the “Applied comments” field in Papyrus; i.e., the “Owned comments” field shall not be used. The complete documentation should be written in a single comment; i.e., at most one “Applied comment”.
* Specific Data Type attribute properties (only relevant for Data Types)  
  Follow the definitions made for attributes in clause 5.3 with the following exceptions:  
  - the isInvariant property can be ignored and is fixed to "true"  
  - the notification property can be ignored and is fixed to "NA".
* Specific Enumeration properties (only relevant for Enumerations)
* Literal name  
  As a general rule: contains only UPPER CASE characters where the words are separated by "\_". For “well known terms” (like e.g., 12.5GHz) it is allowed to deviate from the general rule.
* Literal integer  
  It is possible to add an integer value to each literal. This is defined in the *Specification* property. Note that the literal integer values must be different in all enumerations that are used in inheritance.

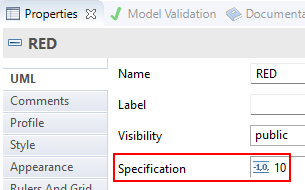


Figure 5.50: Defining an Integer Value for a Literal

* Is leaf  
  Defines if the list of literals is fixed or is open for enhancement in future releases. isLeaf = true 🡪 fixed literal list; isLeaf = false 🡪 literal list may be enhanced.
* Additional properties
* «Choice» (obsolete)  
  This stereotype identifies a data type as a choice between different alternatives; see also clause 7.5.
* «Exception»  
  This stereotype defines a data type used for an operation exception.
* «Bits»  
  This optional stereotype defines a data type used for defining a bit set. Each bit is defined as an attribute of the data type; see also Figure 5.14.  
  The bits which are set by default are defined by an OCL expression in the defaultValue field of the bits typed attribute: {self.<name of bit1> = true and self.<name of bit2> = true and …}

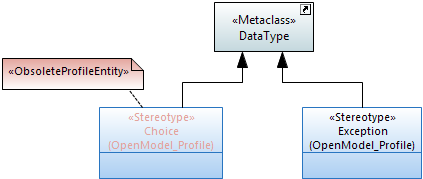
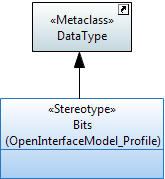
 

Figure 5.51: Potential Annotations for Data Types

The following UML defined attribute properties are not used (i.e., must be ignored regardless of the value they might have):

* Is abstract (default = false)
* Is leaf for data types of category dataType and primitive; i.e., only used for enumerations (default = false)

### UML Primitive Types

Papyrus already provides the following UML primitive types:

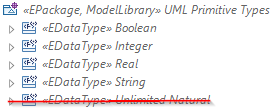
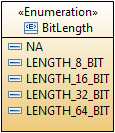
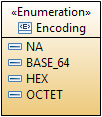
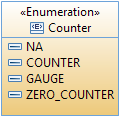


Figure 5.52: Primitive Types provided by Papyrus

Notes:  
The “Unlimited Natural” Primitive data type shall not be used.  
Papyrus also exposes the internal Eclipse eCore primitives which are not to be used in models.

The UML Primitive Types can be further restricted by the annotation of the following properties contained in the OpenModelAttribute stereotype (see definitions in clause 5.3.3):

* bitLength  
  
* unsigned
* encoding  
  
* counter  
  

For example: «UNSIGNED, LENGTH\_8\_BIT» Integer or «HexEncoded» String.

Note that common floating point types ‘float’ and ‘double’ are represented using the profile as below:

* Float (single-precision, 32-bit IEEE 754 floating point): «LENGTH\_32\_BIT»Real
* Double (double-precision, 64-bit IEEE 754 floating point): «LENGTH\_64\_BIT»Real.

### Pre-defined Data Types

Additional common data types are defined in two separate model libraries which are imported to every UML model. The CoreCommonDataTypes should be used for models before pruning&refactoring and the ImplementationCommonDataTypes should be used for models after pruning&refactoring.

Note that model projects should not create their own primitive types. Requests for new primitive types should be made to the IISOMI team so they can be included in the standard Papyrus files and then available to all modeling teams.

Similar data types are grouped together to ease the search of the adequate data type by the model designer.

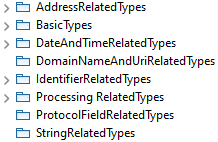


Figure 5.53: Common Data Types Grouping

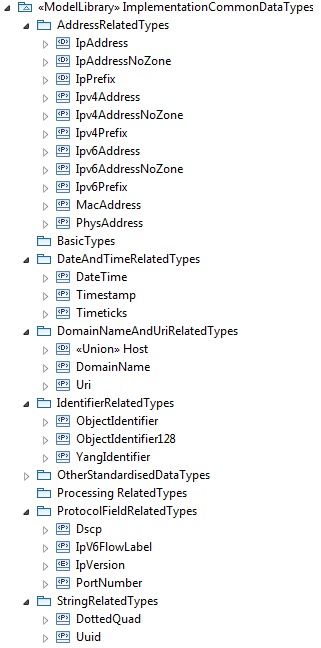
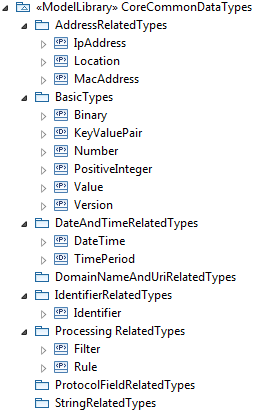
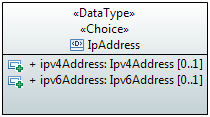
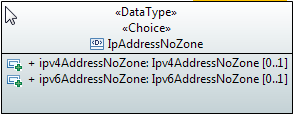
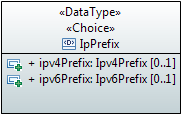
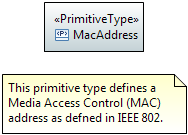


Figure 5.54: Core and Implementation Common Data Types

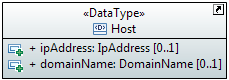
Address related Types

* IpAddress  
  
* Ipv4Address
* Ipv6Address
* IpAddressNoZone  
  
* Ipv4AddressNoZone
* Ipv6AddressNoZone
* Ipv4Prefix
* Ipv6Prefix
* IpPrefix  
  
* MacAddress  
  

Date and Time related Types

* DateTime

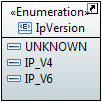
Domain Name and URI related Types

* DomainName  
  
* Uri

Identifier related Types

* ObjectIdentifier
* ObjectIdentifier128

Protocol Field related Types

* Dscp
* IpVersion  
  
* IpV6FlowLabel
* PortNumber

String related Types

* DottedQuad
* Uuid

### Enumeration Extention

Difference between enhancement within a single model and enhancement between two different model?Both examples are possible inter and intra model

The basic enumerations need to have set isLeaf to false!!

Unlike the enhancement of classes and complex data types which is modelled using *inheritance*, enumerations are enhanced using «*abstraction*».  
Reason: Inheritance creates a new instantiable artefact whereas «*abstraction*» enhances the basic artefact.

Extending enum should be abstract similar to the specify abstraction

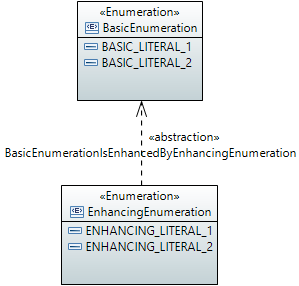
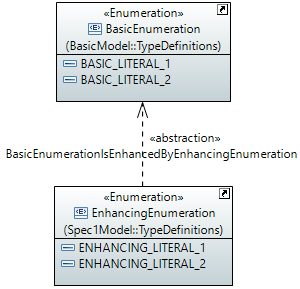
 

Figure 5.55: Enumeration Enhancement Example

## Qualifiers and Conditions

This clause defines the qualifiers applicable for model elements specified in this document, e.g., the «OpenModelClass» (see clause 5.2.3), and the «OpenModelAttribute» (see clause 5.3.3). The qualifications are M, O, CM, CO and C. Their meanings are specified in this clause. This type of qualifier is called Support Qualifier.

* Definition of M (Mandatory) qualification:  
  The model element shall be supported.
* Definition of O (Optional) qualification:  
  The model element may, but needs not to, be supported.
* Definition of CM (Conditional-Mandatory) qualification:  
  The model element shall be supported under certain conditions. If the specified conditions are met, then the model element shall be supported.
* Definition of CO (Conditional-Optional) qualification:  
  The model element may, but needs not to, be supported under certain conditions. If the specified conditions are met then the model element may, but needs not to, be supported. If the specified conditions are not met, then the model element shall be supported.
* Definition of C (Conditional) qualification:  
  Used for model elements that have multiple constraints. Each constraint is worded as a condition for one kind of support, such as mandatory support, optional support or "no support". All constraints shall be related to the same kind of support. Specifically:  
  Each model element with C qualification shall have the corresponding multiple constraints defined in the specification. If all specified constraints are met and are related to mandatory, then the model element shall be supported. If all the specified constraints are met and are related to optional, then the model element may, but needs not to, be supported. If all the specified constraints are met and are related to "no support", then the model element shall not be supported.

The condition property contains the condition for the condition-related support qualifiers (CM, CO, C). Often different conditional UML artifacts share the same condition. It is therefore recommended to group such conditions within a model based on the supported features. The grouping is provided by the first line of the condition string which shall contain the name of the group, i.e., all condition strings of the UML artifacts which share the same condition have the same text in their first line. The second and further lines may contain an explanation of the condition.

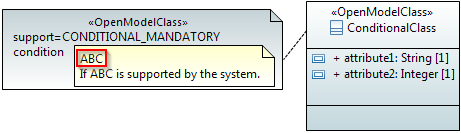


Figure 5.55: Conditional Class Example

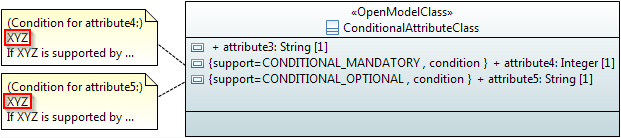
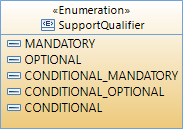


Figure 5.56: Conditional Attributes Example

There is a “hidden” relationship between the support property and the Multiplicity property of an attribute, operation and operation parameter.



|  |  |  |
| --- | --- | --- |
| support:SupportQualifier | Multiplicity | Comment |
| MANDATORY | [1], [1..x], [3..6] |  |
| OPTIONAL | [0..1], [\*], [0..x] |  |
| CONDITIONAL\_MANDATORY | [0..1], [\*], [0..x] |  |
| CONDITIONAL\_OPTIONAL | [1], [1..x], [3..6] |  |
| CONDITIONAL | Don’t know |  |

## Use Cases

Use case diagrams define actors in a system and the defined behavior over a specific interface. The actor is the entity that is invoking the behavior over the interface. In the diagram below, the actor is a stick figure representing a business application that is given a “name” which shall be specified in Upper Camel Case (UCC). The use cases, or the defined behavior invoked over an interface, are defined in the “ovals” and specified in their “names” in Upper Camel Case (UCC) also. The tabular format which defines the input, output, description, etc. of a use case is only found in the Interface Profile Specification and is not present in the UML model. Use Case diagrams can be used but they are not recommended as they appear to provide no value.

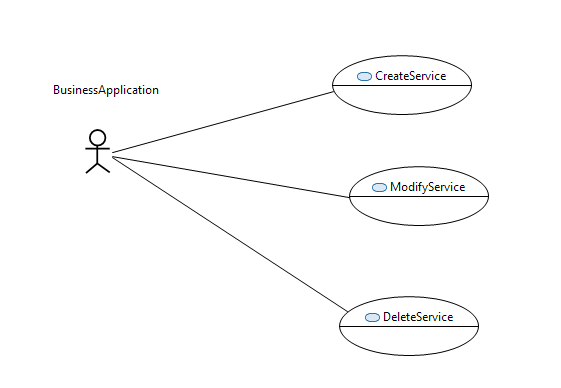


Figure 5.57: Example of Use Case Diagram

## Activities

Activities defined in UML are used for business process modeling. The primary artifacts used in modeling business processes are as follows:

* Activity Compartment Defines the boundary of the process being defined
* Activity Partition Defines a partitioning boundary of the process
* Initial Node Defines the start of the business process
* Opaque Action Defines an individual process within an activity
* Control Flow Defines the flow control between processes
* Decision Node Defines a decision point between processes
* Flow Final Node Defines the endpoint of a process flow
* Accept Event Action Defines the received event from another component
* Data Store Node Defines the information owned by the component that run this  
   activity

Other artifacts may be required based upon the business process being defined. The following diagram illustrates as an example the overall Product Lifecycle and Service Lifecycle processes as defined in MEF 50.

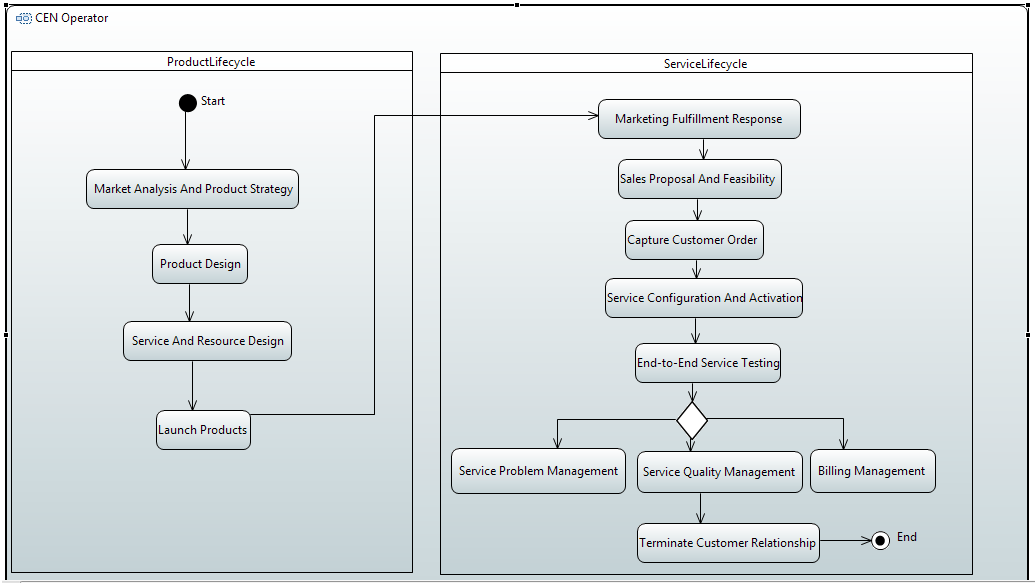


Figure 5.58: Example Business Process Modeling

## State Machines

State machines define state transitions and triggers that shall occur for the transitions to take place. The primary artifacts used in modeling state machines are as follows:

* State Machine Compartment Defines the boundary of the state machine
* Region Defines a region within a state machine
* Initial State Defines the initial state
* Transition Defines the trigger for a state transition to occur
* State Defines a given state within the state machine
* Final State Defines the final, or end state

Other artifacts may be required based upon the state machine being defined.

As an example, see the state machine of the Lifecycle Stereotypes in Figure 6.9.

# UML Profile Definitions

## UML Profile Structure

The additional properties for the UML Model artifacts and UML Profile artifacts are defined in UML Profiles. The structure is defined in the figure below:



Figure 6.1: UML Profile Structure

## Additional Properties for the General Information on the UML Model

Clause 4.4 describes the additional general information on a UML Model. These properties are defined in the OpenModelStatement stereotype as shown in Figure 6.2 below.

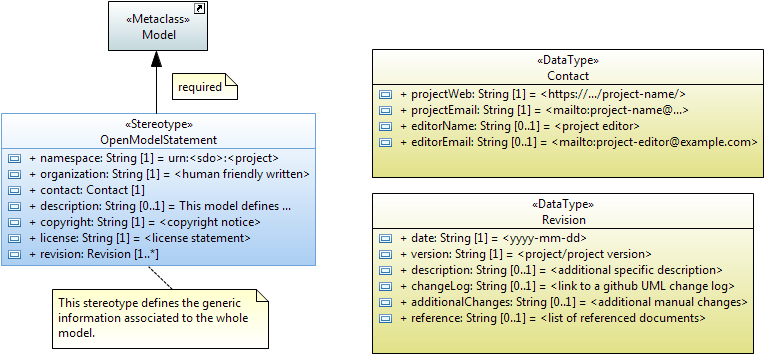


Figure 6.2: OpenModelStatement Required «Stereotype»

Details are provided in Table 6.1.

## Additional Common Properties for individual UML Model artifacts

Clause 5 has already described the additional properties for each UML Model artifact. All defined stereotypes are shown as an overview in Figure 6.3 and Figure 6.4 below.

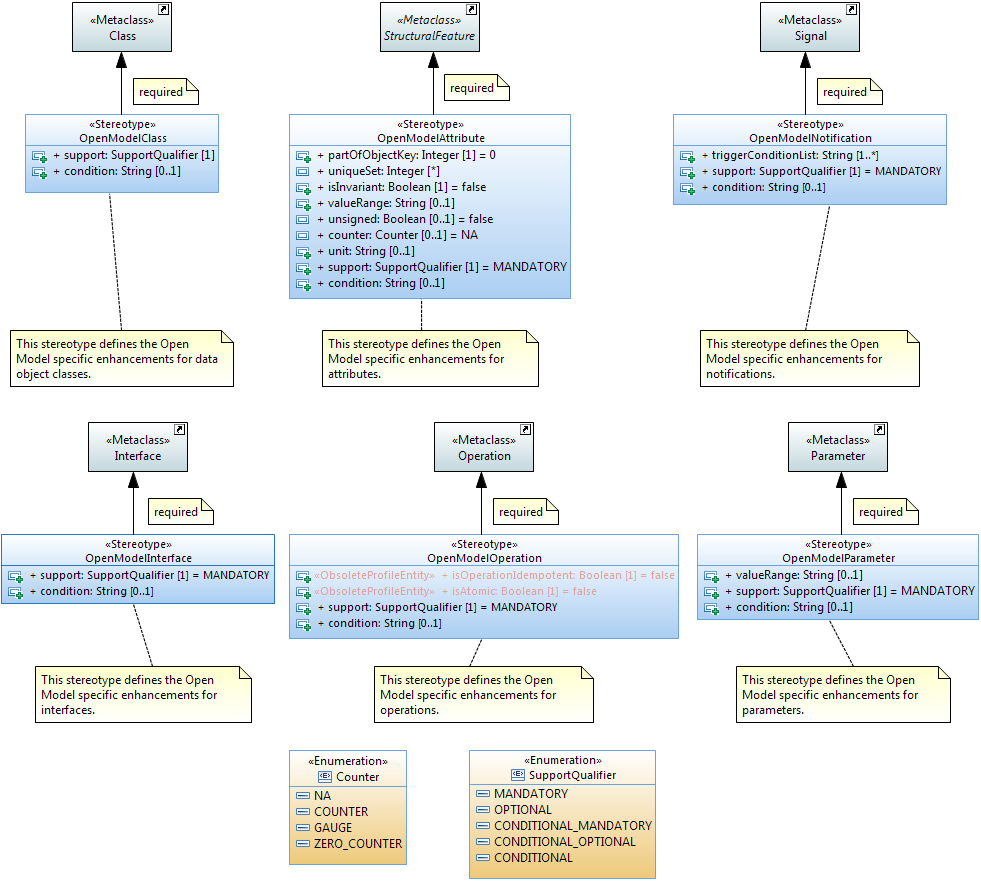


Figure 6.3: OpenModel Profile: Required «Stereotypes»

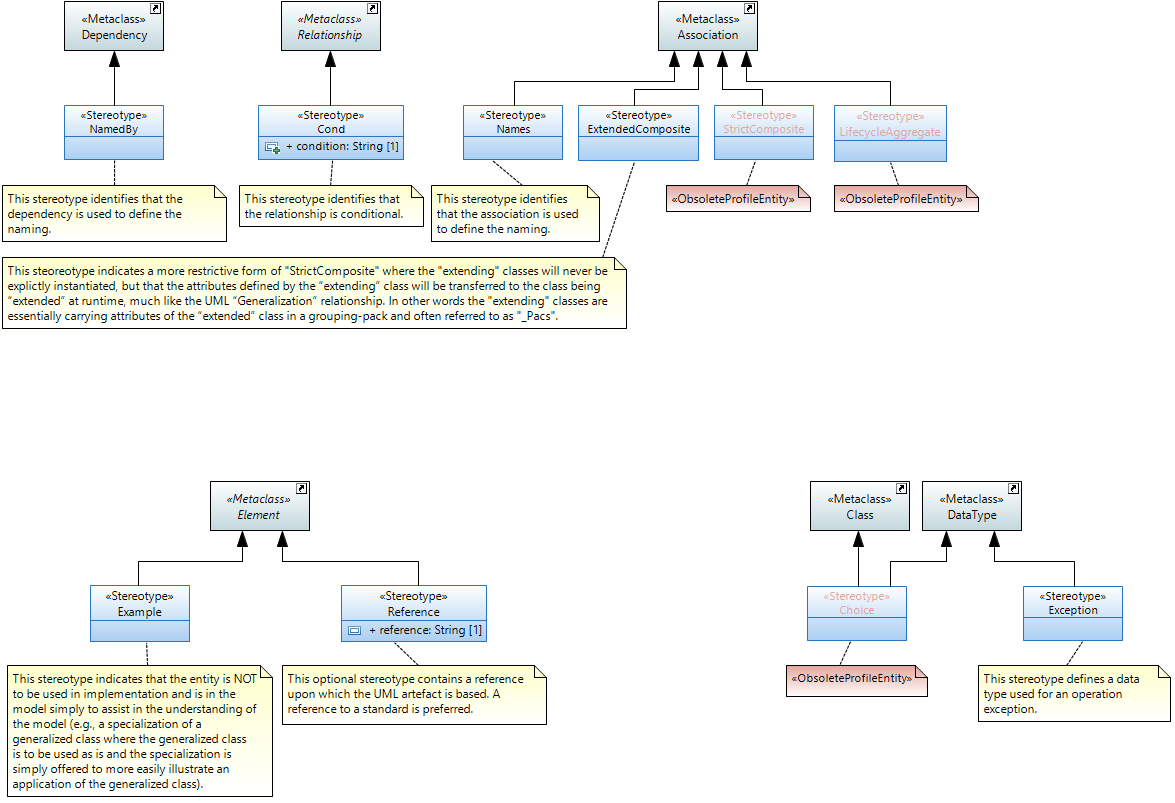
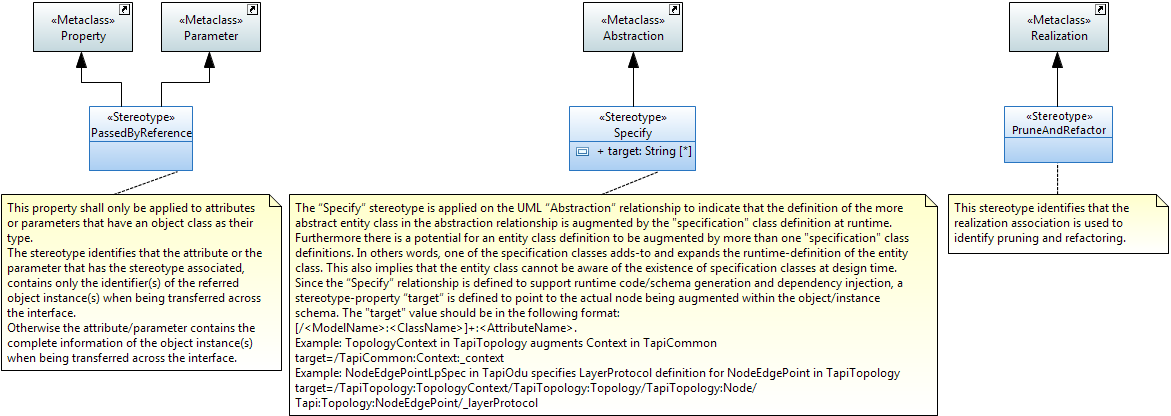
  


Figure 6.4: OpenModel Profile: Optional «Stereotypes»

Table 6.1: OpenModel Profile: Complex «Stereotypes»

| Stereotype | Name of property | Type | Allowed values | Default value | Associated to metaclass |
| --- | --- | --- | --- | --- | --- |
| OpenModel Statement | namespace | String | urn |  | Model |
| organization | String |  |  |
| contact | Contact |  |  |
| projectWeb | String | URL |  |
| projectEmail | String | Email address |  |
| editorName | String |  |  |
| editorEmail | String | Email address |  |
| description | String |  |  |
| copyright | String |  |  |
| license | String |  |  |
| revision | Revision |  |  |
| date | String | yyyy-mm-dd |  |
| version | String |  |  |
| description | String |  |  |
| changeLog | String | URL |  |
| additionalChanges | String |  |  |
| reference | String |  |  |
| OpenModel Class | support | Enumeration | MANDATORY OPTIONAL CONDITIONAL\_ MANDATORY CONDITIONAL\_ OPTIONAL CONDITIONAL | MANDATORY | Class |
| condition | String |  |  |  |
| OpenModel Attribute | partOfObjectKey | Integer | 0,1,2,3,... | 0 | Property |
| uniqueSet | Integer | 0,1,2,3,... |  |
| isInvariant | Boolean | true/false | false |
| valueRange | String |  | NA |
| unsigned | Boolean | true/false | false |
| counter | Counter | NA COUNTER GAUGE ZERO\_COUNTER | NA |
| unit | String |  |  |
| support | Enumeration | MANDATORY OPTIONAL CONDITIONAL\_ MANDATORY CONDITIONAL\_ OPTIONAL CONDITIONAL | MANDATORY |
| condition | String |  |  |
| OpenModel Interface | support | Enumeration | MANDATORY OPTIONAL CONDITIONAL\_ MANDATORY CONDITIONAL\_ OPTIONAL CONDITIONAL | MANDATORY | Interface |
| condition | String |  |  |
| OpenModel Operation | isOperationIdempotent (obsolete) | Boolean | true/false | false | Operation |
| isAtomic (obsolete) | Boolean | true/false | false |
| support | Enumeration | MANDATORY OPTIONAL CONDITIONAL\_ MANDATORY CONDITIONAL\_ OPTIONAL CONDITIONAL | MANDATORY |
| condition | String |  |  |
| OpenModel Parameter | valueRange | String |  | NA | Parameter |
| support | Enumeration | MANDATORY OPTIONAL CONDITIONAL\_ MANDATORY CONDITIONAL\_ OPTIONAL CONDITIONAL | MANDATORY |
| condition | String |  |  |
| OpenModel Notification | triggerConditionList | String |  |  | Signal |
| support | Enumeration | MANDATORY OPTIONAL CONDITIONAL\_ MANDATORY CONDITIONAL\_ OPTIONAL CONDITIONAL | MANDATORY |
| condition | String |  |  |
| Cond | condition | String |  |  | Relationship |
| Reference | reference | String |  |  | Element |
| Specify | target | String |  |  | Abstraction |

Editor’s note: In future, this table will be automatically created from the Profile model using Gendoc.

## Additional Interface related Properties for individual UML Model artifacts

Clause 5 has already described the additional properties for each UML Model artifact. All defined stereotypes related to an interface model are shown as an overview in Figure 6.5 and Figure 6.6 below.

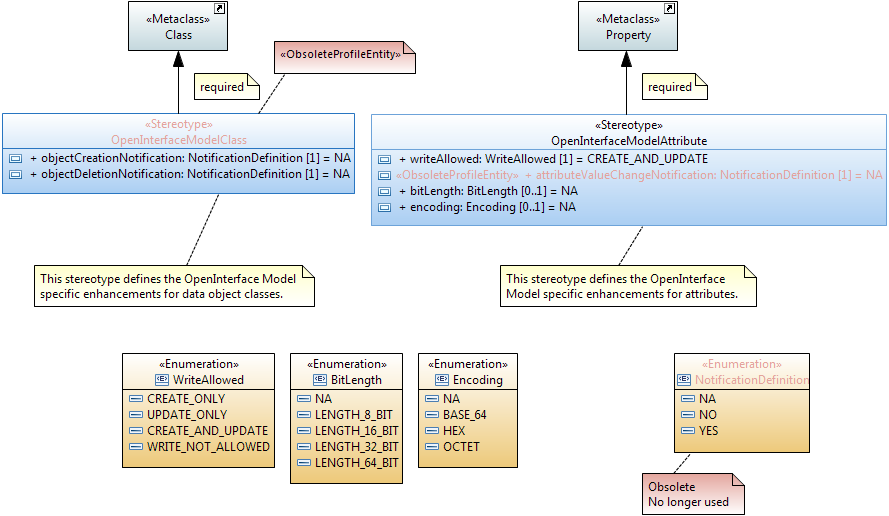


Figure 6.5: OpenInterfaceModel Profile: Required «Stereotypes»

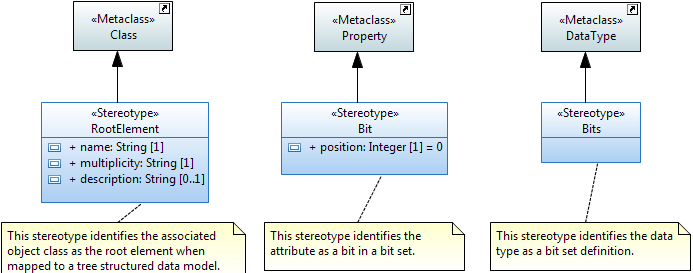


Figure 6.6: OpenInterfaceModel Profile: Optional «Stereotypes»

Table 6.2: OpenInterfaceModel Profile: Complex «Stereotypes»

| Stereotype | Name of property | Type | Allowed values | Default value | Associated to metaclass |
| --- | --- | --- | --- | --- | --- |
| OpenInterfaceModelClass (obsolete) | objectCreation Notification | Enumeration | NO YES NA | NA | Class |
| objectDeletion Notification | Enumeration | NO YES NA | NA |
| OpenInterfaceModelAttribute | writeAllowed | Enumeration | CREATE\_ONLY UPDATE\_ONLY CREATE\_AND\_UPDATE WRITE\_NOT\_ALLOWED | CREATE\_AND\_ UPDATE | Property |
| attributeValueChange Notification (obsolete) | Enumeration | NO YES NA | NA |  |
| bitLength | BitLength | NA LENGTH\_8\_BIT LENGTH\_16\_BIT LENGTH\_32\_BIT LENGTH\_64\_BIT | NA |
| encoding | Encoding | NA BASE\_64 HEX OCTET | NA |
| RootElement | name | String |  |  | Class |
| multiplicity | String | <lower bound>.. <upper bound> | 1..1 |
| description | String |  |  |
| Bit | position | Integer | unsigned integer | 0 | Property |

Editor’s note: In future, this table will be automatically created from the Profile model using Gendoc.

## Additional Properties for all UML artifacts

### Description

This clause defines the additional properties that may be associated to

* all UML Model artifacts and
* all UML Profile artifacts.

### LifecycleState Property

All UML Model artifacts (packages, classes, attributes, interfaces, operations, parameters, data types, associations and generalizations) may be appended with one of the following lifecycle states:

* Deprecated  
  This stereotype indicates that the entity may become obsolete in the near future. It may still be used in new implementation.  
  The entity should be kept in this state for at least one further release. The team has to decide on a case by case basis when to move it to Obsolete.
* Experimental  
  This stereotype indicates that the entity is at a very early stage of development and will almost certainly change. The entity is NOT mature enough to be used in implementation.
* Faulty  
  This stereotype indicates that the entity should not be used in new implementation and that attempts should be made to remove it from existing implementation as there is a problem with the entity. An update to the model with corrections will be released.
* LikelyToChange  
  This stereotype indicates that although the entity may be mature, work in the area has indicated that change will be necessary (e.g., there are new insights in the area or there is now perceived benefit to be had from further rationalization). The entity can still be used in implementation but with caution.
* Mature  
  This stereotype indicates that the entity is fully developed and can be used in implementations without any constraints.
* Obsolete  
  This stereotype indicates that the entity should not be used in new implementation and that attempts should be made to remove it from existing implementation.  
  The entity should be kept in the model at least for one further release. The team has to decide on a case by case basis when to remove it from the model.
* Preliminary  
  This stereotype indicates that the entity is at a relatively early stage of development and is likely to change but is mature enough to be used in implementation.

**Rules:**One and only one lifecycle state has to be associated to every UML artifact.  
It is recommended that every new UML artifact is initially annotated with the “Experimental” lifecycle stereotype.

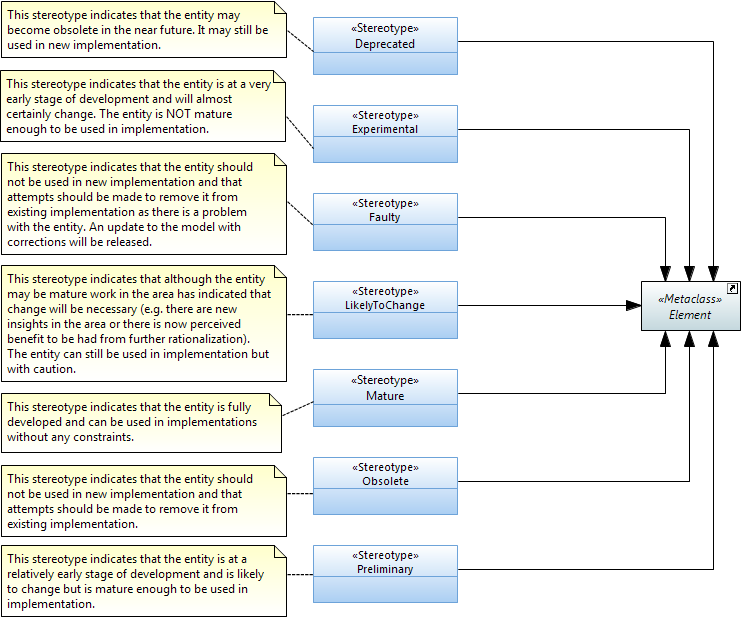


Figure 6.7: Lifecycle «Stereotypes»

### Profile LifecycleState Property

All UML Profile artifacts (stereotypes and properties) may be appended with one of the following lifecycle states:

* DeprecatedProfileEntity  
  This stereotype indicates that the profile entity may become obsolete in the near future. It may still be used in new implementation.  
  The profile entity should be kept in this state for at least one further release. The team has to decide on a case by case basis when to move it to ObsoleteProfileEntity.
* ExperimentalProfileEntity  
  This stereotype indicates that the profile entity is at a very early stage of development and will almost certainly change. The entity is NOT mature enough to be used in implementation.
* FaultyProfileEntity  
  This stereotype indicates that the profile entity should not be used in new implementation and that attempts should be made to remove it from existing implementation as there is a problem with the entity. An update to the model with corrections will be released.
* LikelyToChangeProfileEntity  
  This stereotype indicates that although the profile entity may be mature, work in the area has indicated that change will be necessary (e.g., there are new insights in the area or there is now perceived benefit to be had from further rationalization). The entity can still be used in implementation but with caution.
* MatureProfileEntity  
  This stereotype indicates that the profile entity is fully developed and can be used in implementations without any constraints.
* ObsoleteProfileEntity  
  This stereotype indicates that the profile entity should not be used in new implementation and that attempts should be made to remove it from existing implementation.
* PreliminaryProfileEntity  
  This stereotype indicates that the profile entity is at a relatively early stage of development and is likely to change but is mature enough to be used in implementation.

**Rules:**One and only one profile lifecycle state has to be associated to every UML profile artifact.  
It is recommended that every new UML profile artifact is initially annotated with the “Experimental” lifecycle stereotype.

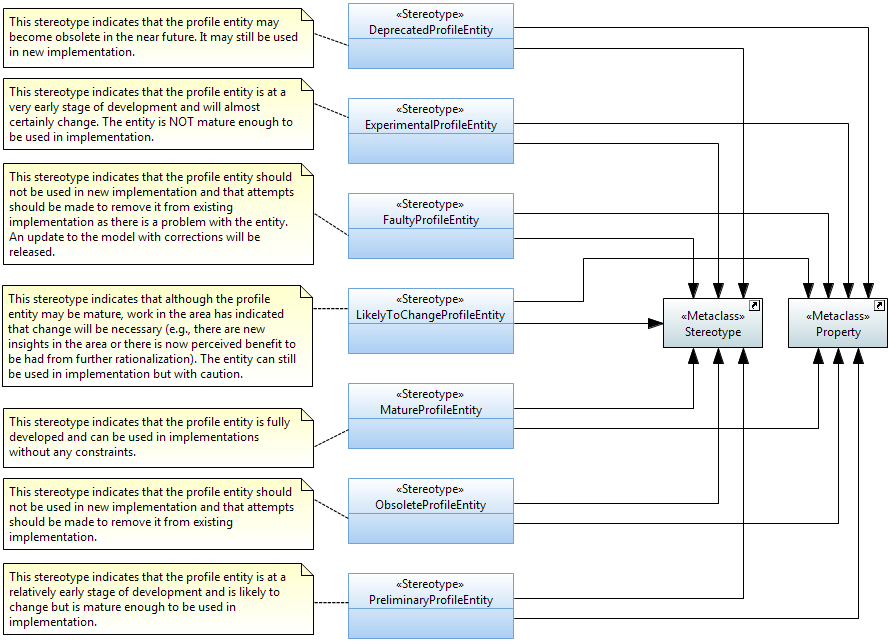


Figure 6.8: Profile Lifecycle «Stereotypes»

The following state machine diagram shows the defined state transitions for both, the lifecycle and the profile lifecycle stereotypes.

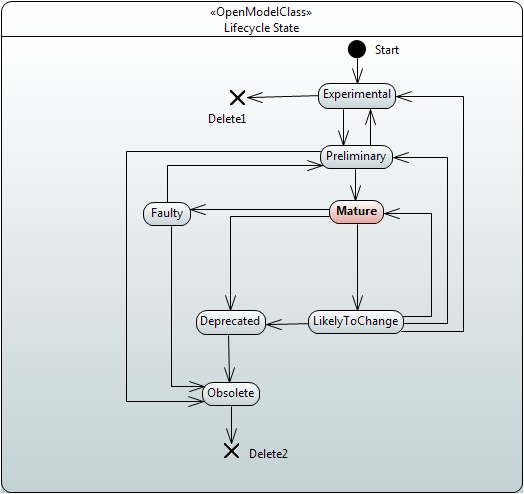


Figure 6.9: Lifecycle and ProfileLifecycle LifecycleState State Machine

### Reference Property

A reference can be defined for all UML artifacts. This is an optional property which contains a reference to the source which the artifact is based on. A reference to a standard, if it exists, is preferrable. The following form is recommended: <SDO> <Standard> <Version>: <section/clause/table/figure/appendix/annex>; e.g., "IEEE Std 802.1AB-2016: 8.5.9.5" or "ITU-T G.8013 v5.3 (08/2019): clauses 9.22, 9.23 and 9.24”.

The reference property is defined in the Reference stereotype and extent the Element Metaclass.

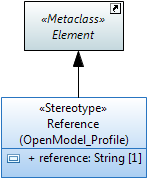


Figure 6.10: Reference «Stereotype»

### Example Property

This is an optional property which can be defined for all UML artifacts  
It is defined as a stereotype and indicates that the entity is NOT to be used in implementation and is in the model simply to assist in the understanding of the model (e.g., a specialization of a generalized class where the generalized class is to be used as is and the specialization is simply offered to more easily illustrate an application of the generalized class).

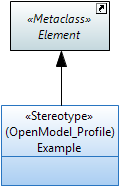


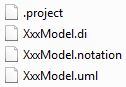
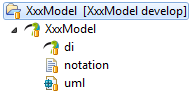
Figure 6.11: Example «Stereotype»

# Recommended Modeling Patterns

## UML Model Name Conventions

Use Upper Camel Case style for the model names, no spaces, no special characters. It is recommended to start the name with the project or similar name; e.g., “TapiCommon”.

Note: When using Papyrus as the UML tool, the UML model name drives the corresponding XMI file names (i.e., the .di, .notation, and .uml file names.)

(Structure on the file system (left side); structure in the Papyrus Project Explorer (right side))

Figure 7‑1: Papyrus File Structure

Copy of Figure 7-4 from TR-515 Papyrus Guidelines

## Model Structure

### Generic Model Structure

Figure 7.1 shows a generic Information Model containing a core model and various sub-models A, B, C structured by packages:

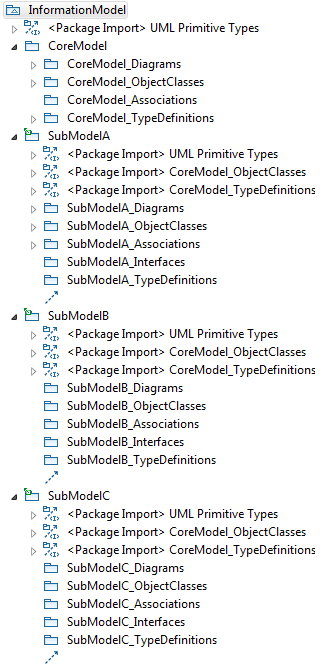
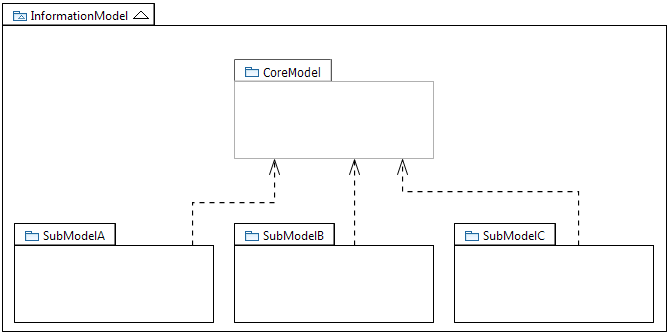
 

Figure 7.1: Core Model and SubModels

Note:  
Figure 7.1 shows only the schematic structure of the core and submodels as necessary for these guidelines.

Each Model can be optionally organized into multiple submodels. Each Model or each of its constituent submodels is further divided – at the bottom level of the hierarchy – into packages containing associations, diagrams, imports, object classes, rules and type definitions. Submodels may contain in addition packages for (UML-) interfaces (and their operations) and notifications.

### Model Structure

The Information Model is structured into a Common Information Model and additional Specific Views which are based on the Core Model. Specific models may also be added by other SDOs. A Core Modeling team (with members from many SDOs) defines and maintains the generic functions in the Core Model.



Figure 7.2: Model Structure (snapshot)

In order to reduce clutter, the UML artefacts are grouped in pre-defined packages instead of having all kinds of the various artefacts mashed up at the same level. This provides a human friendly structure for the model. This structure accelerates the manual search for specific kinds of artefacts.

Note: Not all pre-defined packages need to be established in a particular model instance. Additional packages can be added when needed. Figure 7.3 shows the pre-defined packages at the bottom level of the CoreNetworkModel.



Figure 7.3: Pre-defined Packages at the Bottom Level of each UML Model  
(Example)

## Flexible Attribute Assignment to Classes

Since it is not possible to add attributes once an instance has been created, it is necessary to differentiate case (a) where attributes are assembled before the instance is created, and case (b) where further attributes (functions) are added after the instance is created.

For case (a), attributes are grouped in classes called “Pacs” and are associated to the base class using a conditional composition association (see clause 7.4 below).

An example for (a) is a specific LTP instance which has specific Pacs associated, based on the functions that this LTP supports. Once the LTP is created, it is no longer possible to add further attributes or remove attributes.

🡪 Instances are (automatically) created as an assembly of the base object plus a list of Pacs (depending on the supported functionality).

For case (b), attributes are grouped in “normal” classes and are associated to the base class using a composition association.

An example for (b) is a specific, already existing LTP instance which will be configured to do performance monitoring (PM). In this case an additional PM instance (created on the basis of the corresponding class (i.e., not Pac)) is separately instantiated and associated to the already existing LTP. Note that it is also possible to remove the PM instance from the LTP afterwards without impacting the life cycle of the base LTP instance.

🡪 Instances are created on an explicit request and associated to already existing instances (depending on the requested additional functionality).

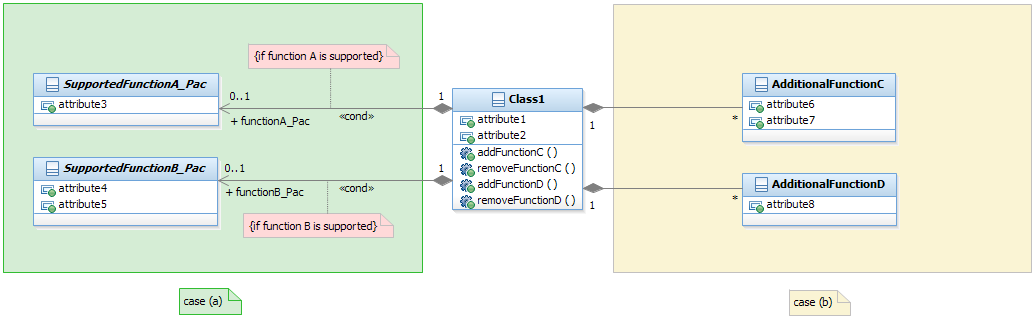


Figure 7.4: Flexible Attribute Assignment to Classes

## Use of Conditional Packages

Conditional packages are used to enhance (core) classes / interfaces with additional attributes / operations on a conditional basis. The attributes / operations are defined in special classes called packages.

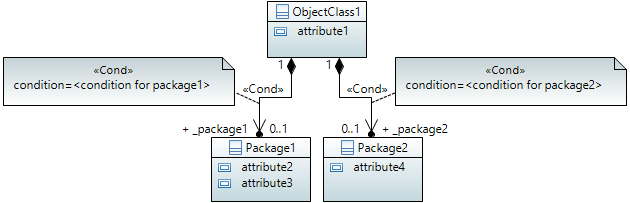


Figure 7.5: Enhancing Classes Using Conditional Packages

Package names follow the same rules as defined for classes; i.e., UCC.  
The role name of the navigable end pointing to the package follows the same rules as defined for role names in section 5.4.3; i.e., LCC with an “\_” prefix.

## Use of Constraints

### Description

From [3]: “*A Constraint is an assertion that indicates a restriction that must be satisfied by any valid realization of the model containing the Constraint. A Constraint is attached to a set of constrainedElements, and it represents additional semantic information about those Elements.*”

The UML Constraint artefact is used to model various restrictions between a set of associations, e.g., xor, spiral, loop, REFERENCE\_DEPENDENCY.

### Notation Examples

Figure 5.20 shows an example which uses xor and REFERENCE\_DEPENDENCY constraints.

The figures below show various examples on how the {xor} constraint can be used. a

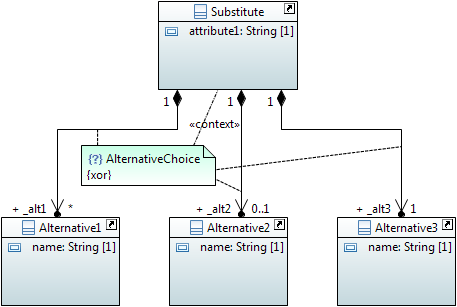


Figure 7.6: {xor} Alternative Example

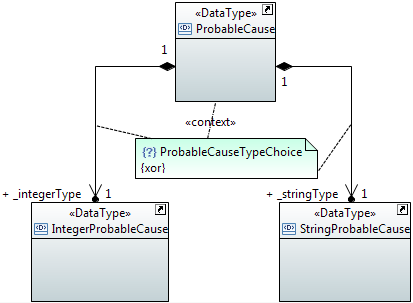


Figure 7.7: {xor} Probable Cause Type Example

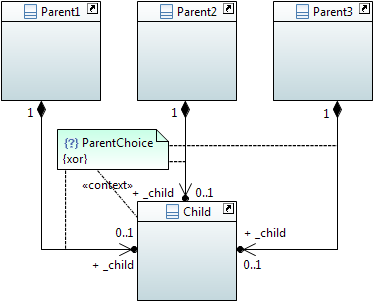


Figure 7.8: {xor} Parent / Child Example

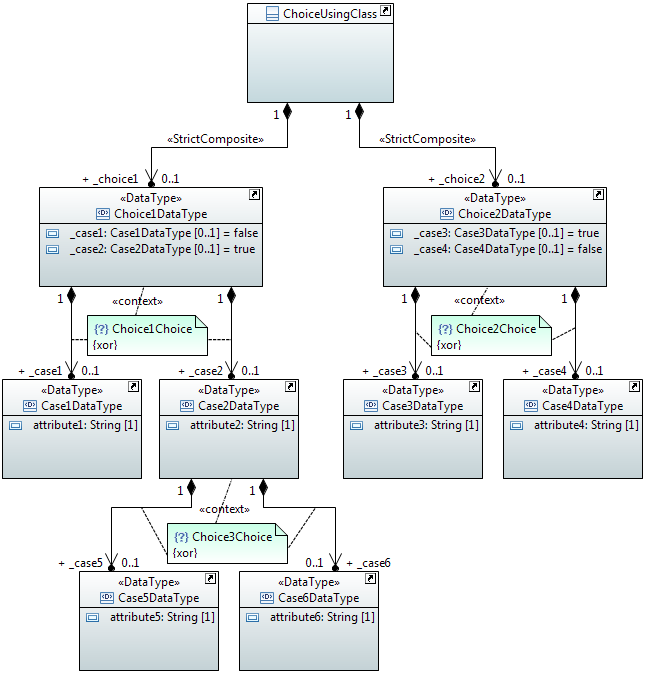


Figure 7.9: Multi Level {xor} Example

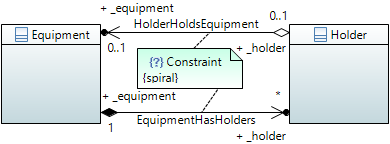


Figure 7.10: {spiral} Constraint Example

Note: In the {spiral} constraint example above two **different** Equipment instances and one Holder instance are involved.

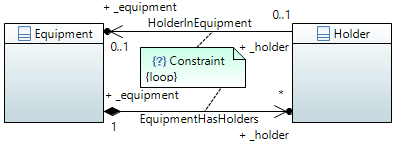


Figure 7.11: {loop} Constraint Example

Note: In the {loop} constraint example above both associations are between the same pair of object instances (same Equipment instance and same Holder instance).

### Properties

A constraint has the following properties:

* Name  
  Follows Upper Camel Case (UCC) style and is unique across all constraint names defined in the whole model.
* Context  
  Is set to the artefact that is restricted.
* Constrained element  
  Lists all artefacts that act as restrictions.
* Specification  
  The name follows Lower Camel Case (LCC) and identifies the kind of the constraint, e.g., xor, spiral, loop, refDependency.

### «Choice» (Obsolete)

#### Description

The «Choice» stereotype represents one of a set of classes (when used as an information model element) or one of a set of data types (when used as an operations model element).

This stereotype property, e.g., one out of a set of possible alternatives, is identical to the {xor} constraint (see 7.5).

#### Example

Sometimes the specific kind of class cannot be determined at model specification time. In order to support such scenario, the specification is done by listing all possible classes.

The following diagram lists 3 possible classes. It also shows a « Choice, OpenModelClass, InformationObjectClass» named SubstituteObjectClass. This scenario indicates that only one of the three classes named Alternative1ObjectClass, Alternative2ObjectClass, Alternative3ObjectClass shall be realized.

The «Choice» stereotype represents one of a set of classes when used as an information model element.

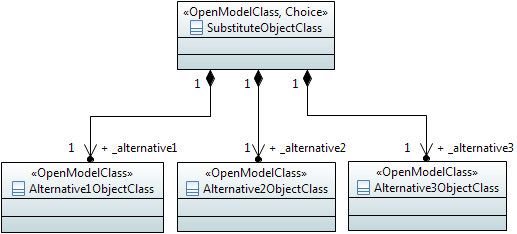


Figure 7.10: Information Model Element Example Using «Choice» Notation

Sometimes the specific kind of data type cannot be determined at model specification time. In order to support such scenario, the specification is done by listing all possible data types.

The following diagram lists 2 possible data types. It also shows a «Choice» named ProbableCause. This scenario indicates that only one of the two «DataType» named IntegerProbableCause, StringProbableCause shall be realized.

The «Choice» stereotype represents one of a set of data types when used as an operations model element.

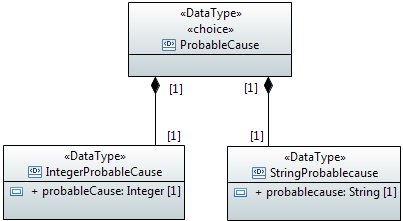


Figure 7.11: Operations Model Element Example Using «Choice» Notation

Sometimes models distinguish between sink/source/bidirectional termination points. A generic class which comprises these three specific classes can be modeled using the «Choice» stereotype.

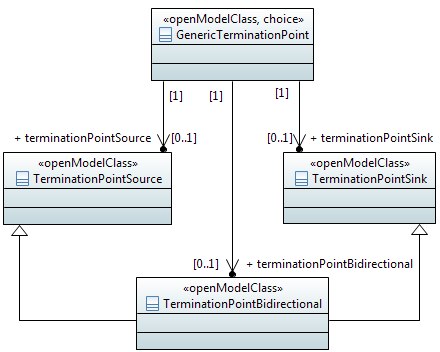


Figure 7.12: Sink/Source/Bidirectional Termination Points Example Using «Choice» Notation

#### Name style

For «Choice» name, use the same style as «OpenModelClass» (see 5.2.3).

## Proxy Class Modeling

There are cases where an attribute or parameter may contain different kinds of classes. This would require an attribute/parameter per kind of class. In order to reduce the number of attributes/parameters it is recommended to define a proxy class and let a single attribute/parameter point to this class. The different kinds of classes shall be inherited from the proxy class. All real subclasses inheriting from the abstract superclass (proxy) shall have the same object key.

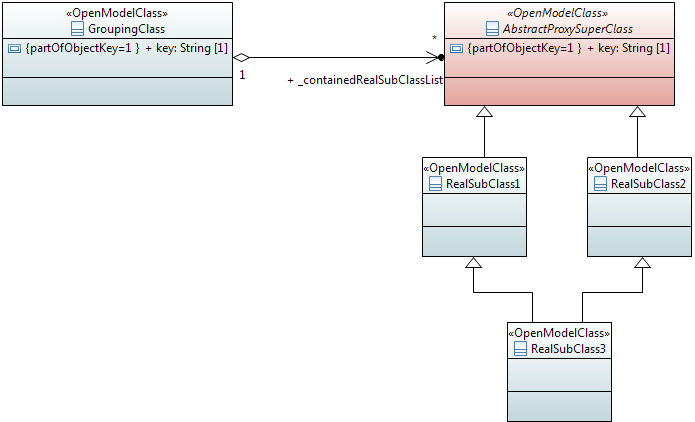


Figure 7.13: Proxy Class Modeling Example

## Diagram Guidelines

### Generic Diagram Guidelines

Classes and their relationships shall be presented in class diagrams.

Interfaces and their operations shall be presented in class diagrams.

Only applied optional stereotypes should be made visible in class diagrams.

If complex stereotypes need to be made visible in class diagrams, then they should be shown in a comment.

It is recommended to create:

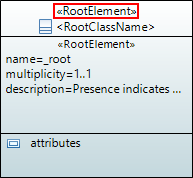
* An overview class diagram containing all classes related to a specific management area:  
  - The class name compartment should contain the location of the class definition (e.g. "Qualified Name").  
  The class attributes should show the "Signature" (see clause 7.3.45 of [2] for the signature definition).
* A class diagram containing the user defined data types (Type Definitions Diagram).
* Additional class diagrams to show specific parts of the specification in detail.
* State diagrams for complex state attributes.
* State transition diagrams for attributes with defined value transitions.
* Activity diagrams for operations with high complexity.

### Using Colors

Using colors for the model artifacts has the benefit of distinguishing the types of the artifacts. For example, color the artifacts that are imported from other models or which are new in this release.

### Style Sheets

The graphic depiction of the class diagrams can be aligned using style sheets. These guidelines define the following constraints:

* Every papyrus project should package and auto-apply the stylesheets used by that project.
* When transferring diagrams between projects, turn off auto-resizing of class boxes.
* It is not appropriate to create a universal stylesheet.
* Mandatory stereotypes (e.g., «OpenInterfaceModelClass», «OpenModelClass», «OpenModelAttribute», …) should not be shown.  
  Note: Stereotypes which are specifically added – like e.g., «RootElement» – must be explicitly shown in the object class structure.  
  
* Classes should not show the "nestedclassifiers" and "operations" compartments.
* Interfaces should not show the "nestedclassifiers" and "attributes" compartments.
* Data Types should not show the "operations" compartment.
* Primitive Types should not show any compartments.
* Attributes should only show name, type, multiplicity and defaultValue.
* Attributes should not show the stereotypes «OpenModelAttribute» and «OpenInterfaceModelAttribute».

The modeling projects can create additional style sheets if required.

The use of the ClassDiagramStyleSheet.css style sheet implements these requirements:  


The latest version of the style sheet can be downloaded from here:  
<https://github.com/OpenNetworkingFoundation/EAGLE-Open-Model-Profile-and-Tools/tree/ToolChain/UmlProfiles>

# Main Changes between Releases

## Summary of main changes between version 1.0 and 1.1

The following guidelines have been added:

* isAtomic property on operations
* «OpenModelNotification» stereotype
* realization association along with the «PruneAndRefactor» stereotype
* «Deprecated» lifecycle stereotype.

The requirement to use “Ref” and “List” in attribute/parameter/role names has been deprecated since the “Ref” property is already defined by the «PassedByReference» property and the “List” property is already defined by the multiplicity property.

The Guidelines are no longer ONF dependent; i.e, they can now be used as is by other SDOs.

## Summary of main changes between version 1.1 and 1.2

* Document moved to Open Source SDN
* Using UML Version 2.5 as basis.
* Further properties added to OpenModelAttribute stereotype:
  + partOfObjectKey
  + bitLength
  + unsigned
  + encoding
  + counter.
* Table 5.2 on attribute property dependencies added.
* Clauses on Use Cases (5.11), Activities (5.12) and State Machines (5.13) added.
* Clause 7.8.3 on style sheets for class diagrams added.
* Clause 7.6 on proxy class modeling added.
* Element metaclass extended by an optional reference stereotype.

## Summary of main changes between version 1.2 and 1.3

* Adapted to ETSI drafting rules.
* Interface model related properties separated from OpenModelProfile and new OpenInterfaceModelProfile added in new section 6.4.
* Attribute setability properties added in new section 5.3.4 and attribute property readOnly no longer used.
* uniqueSet property added in section 5.3.3.
* Metaclass Diagram (Figure 5.17) of used relationships added.
* usage and abstraction dependency relationships added in section 5.4.2.
* «ExtendedComposite», «StrictComposite», «LifecycleAggregate» and «Specify» stereotypes added.
* IsLeaf property added to class and attribute.
* Stereotype «PassedByReference» moved from OpenInterfaceModelProfile to OpenModelProfile.
* Properties settingTime and settingActor removed from OpenModelAttribute stereotype.
* Scope of «Cond» stereotype enhanced; it extends now the relationship metaclass.
* Core and Implementation CommonDataTypes added.
* New sections 4.4 and 6.2 on “General Information on the UML Model” added.
* Bits encoding defined in section 5.3.3.
* Reference pointer dependency added in section 5.4.2.1.
* Made «Choice» stereotype obsolete.
* Made «OpenInterfaceModelClass» stereotype obsolete.
* Made OpenModelOperation::isOperationIdempotent property obsolete.
* Made OpenModelOperation::isAtomic property obsolete.
* Made OpenInterfaceModelAttribute::attributeValueChangeNotification property obsolete.

## Summary of main changes between version 1.3 and 1.4

* «StrictComposite» and «LifecycleAggregate» made obsolete.
* Meaning of Composite/Shared/None aggregation property and association end multiplicity clarified.

1. Not about operations acting on the entity. [↑](#footnote-ref-1)
2. Because of Papyrus tool reasons, you shall not create comments directly in the class diagram and attach it by a link to the class. Such comments appear in applied comments field too, BUT they don’t appear in the gendoc output. [↑](#footnote-ref-2)
3. In Papyrus an attribute is a property. [↑](#footnote-ref-3)