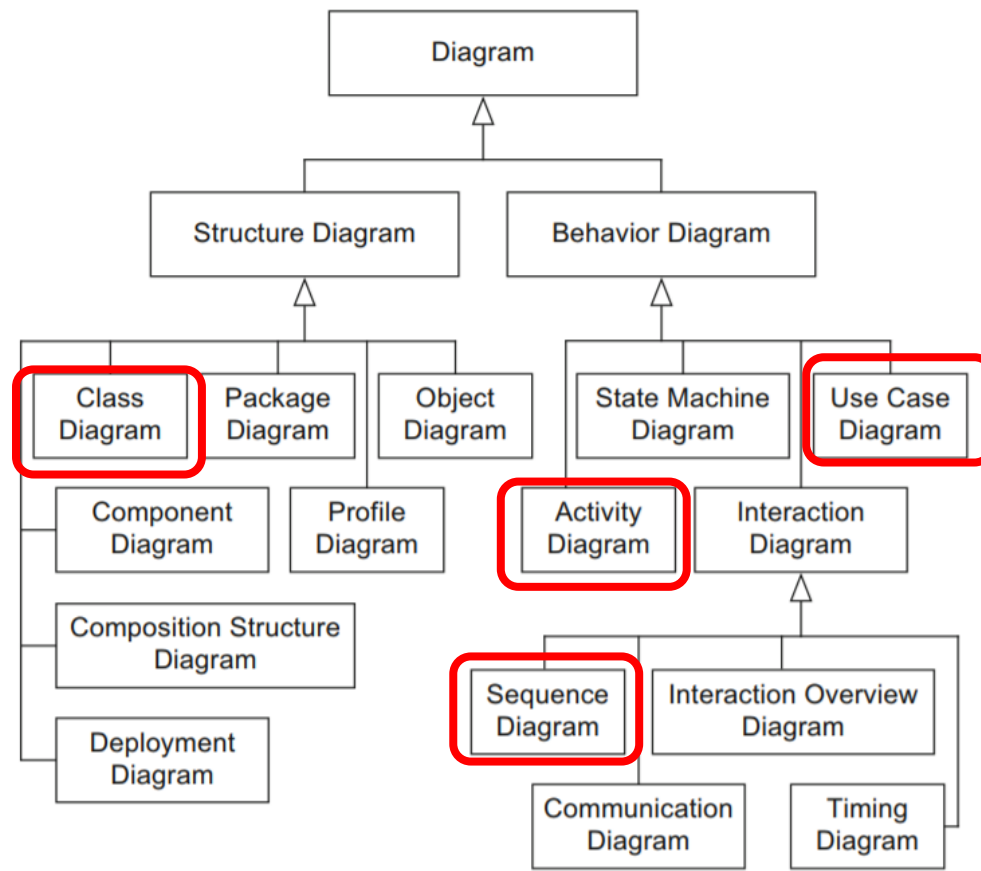


# Lecture 6: Applications of UML

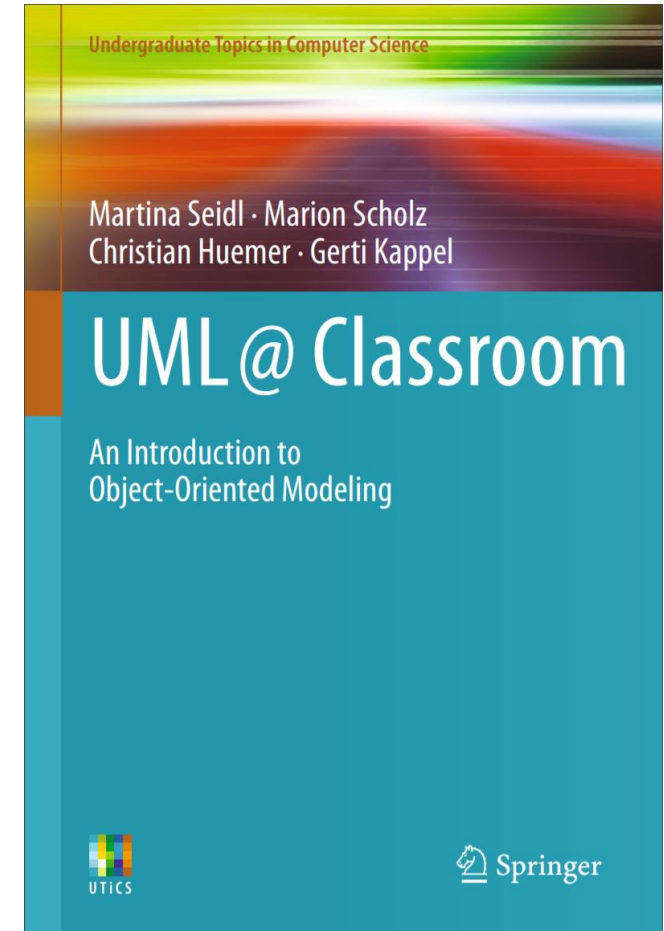


# UML Diagrams



# Reference for UML

- Freely available online
- Search from our library website



# UML Drawing Tools

- Microsoft Visio can draw basic UML diagrams
  - Available from the library
- Visual Paradigm (Community edition)
  - <https://www.visual-paradigm.com/download/community.jsp>
- IBM Rational Rose
  - Cracked version online (not recommended)

# Example: Information system for restaurants

- The owner of restaurant A would like to improve service efficiency



Customer

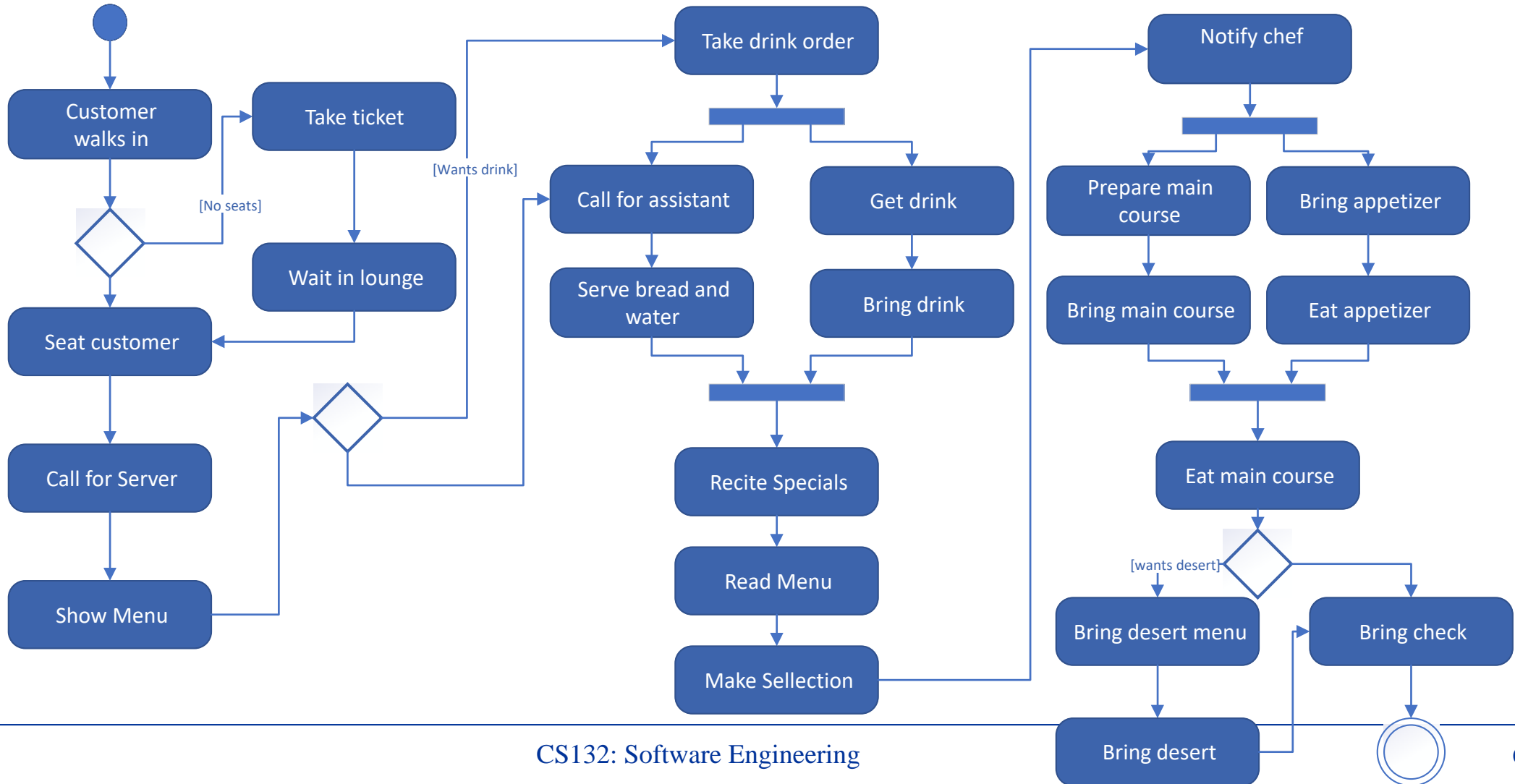


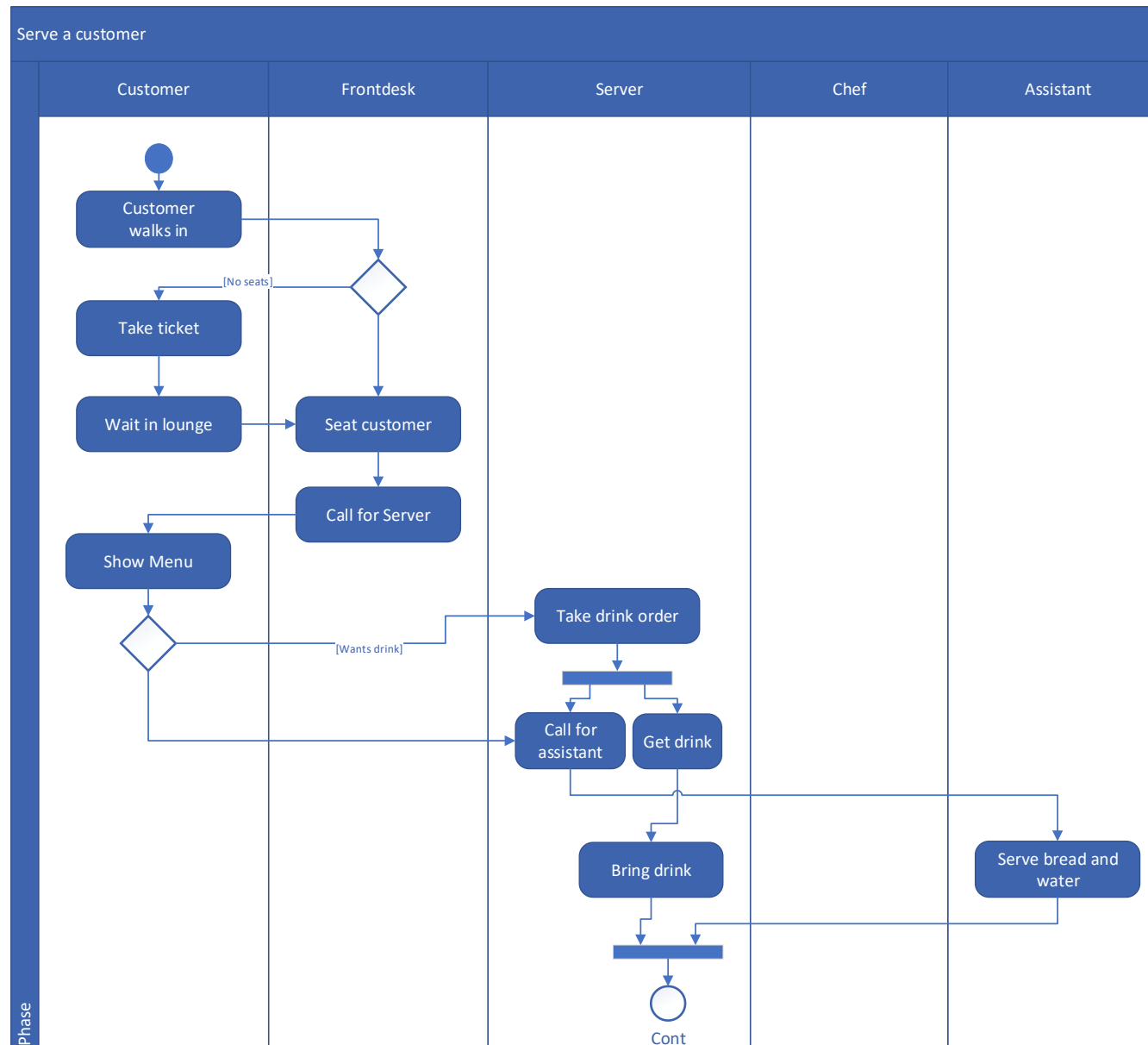
Server

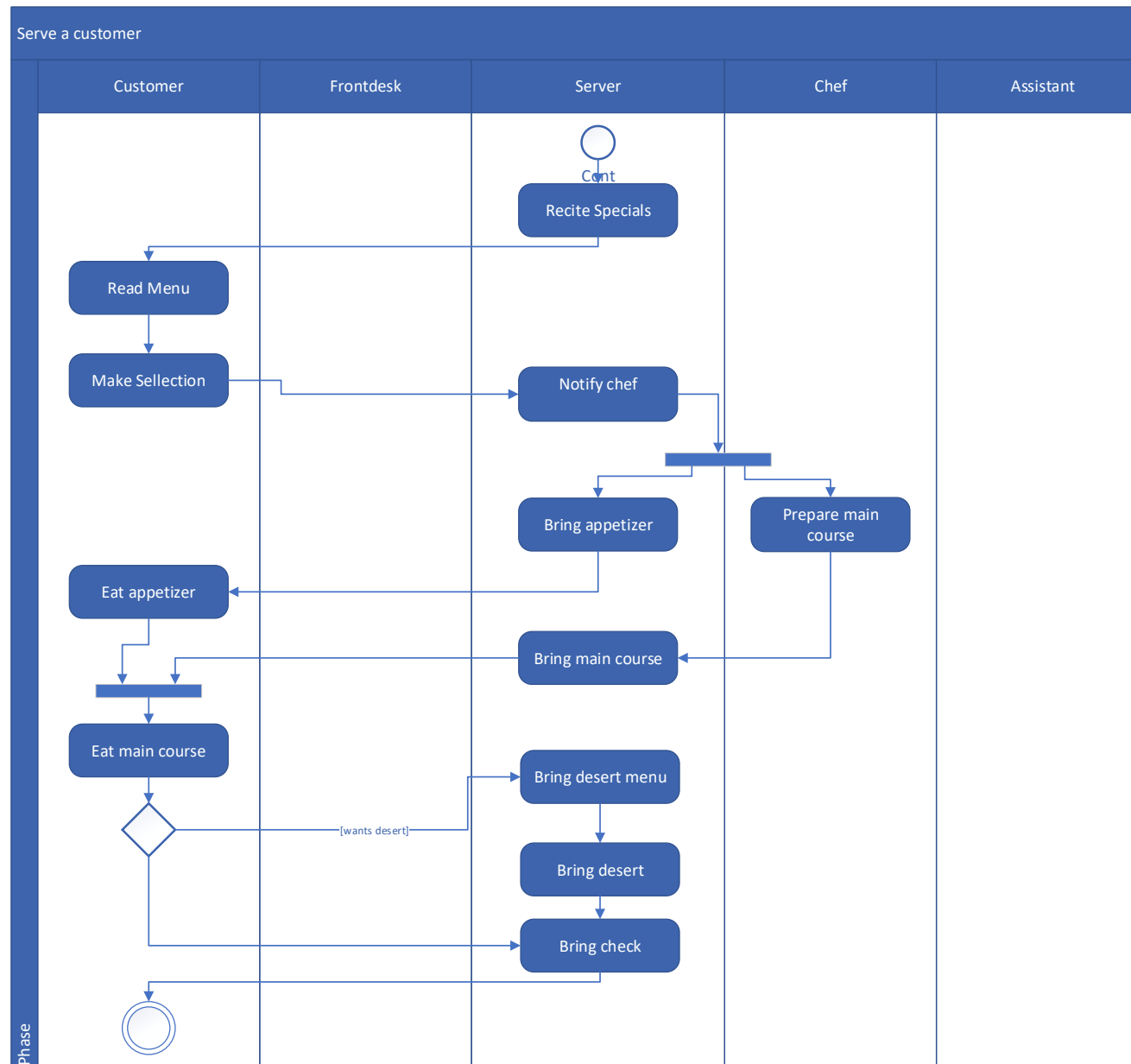


Chef

# Discover Domain Procedures

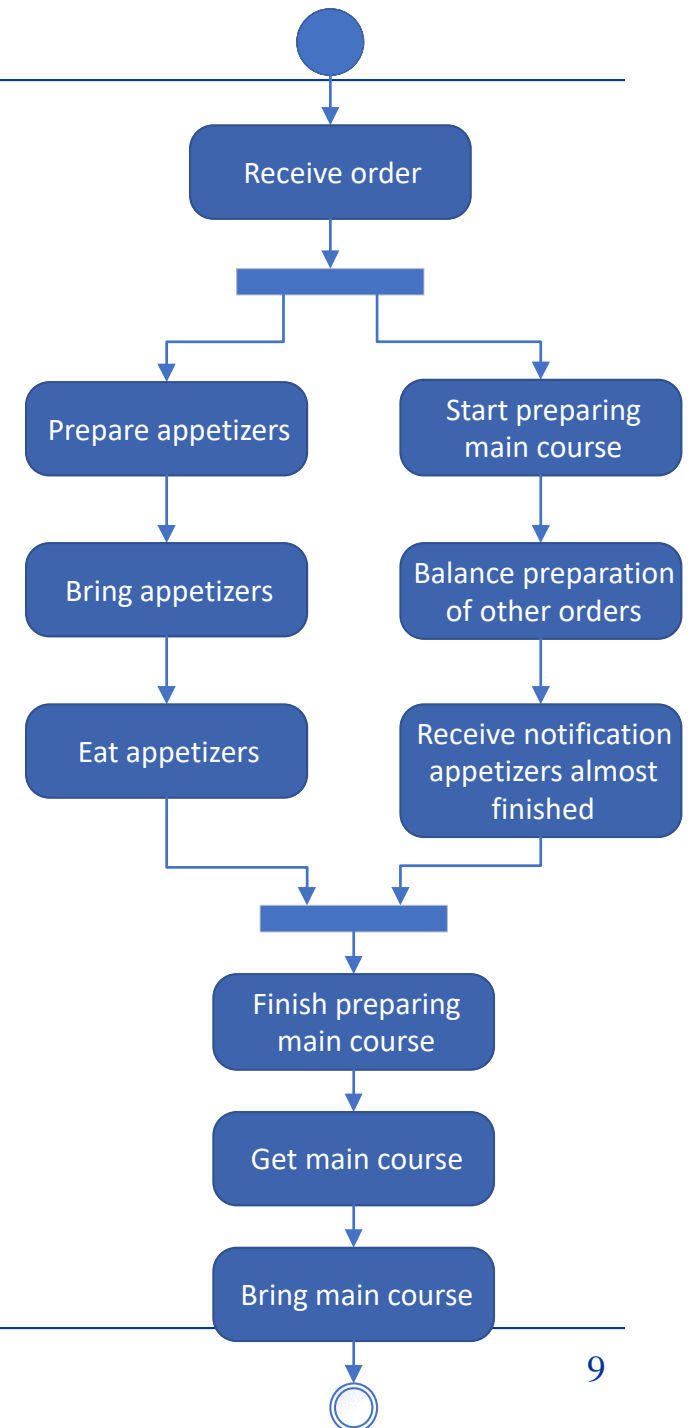


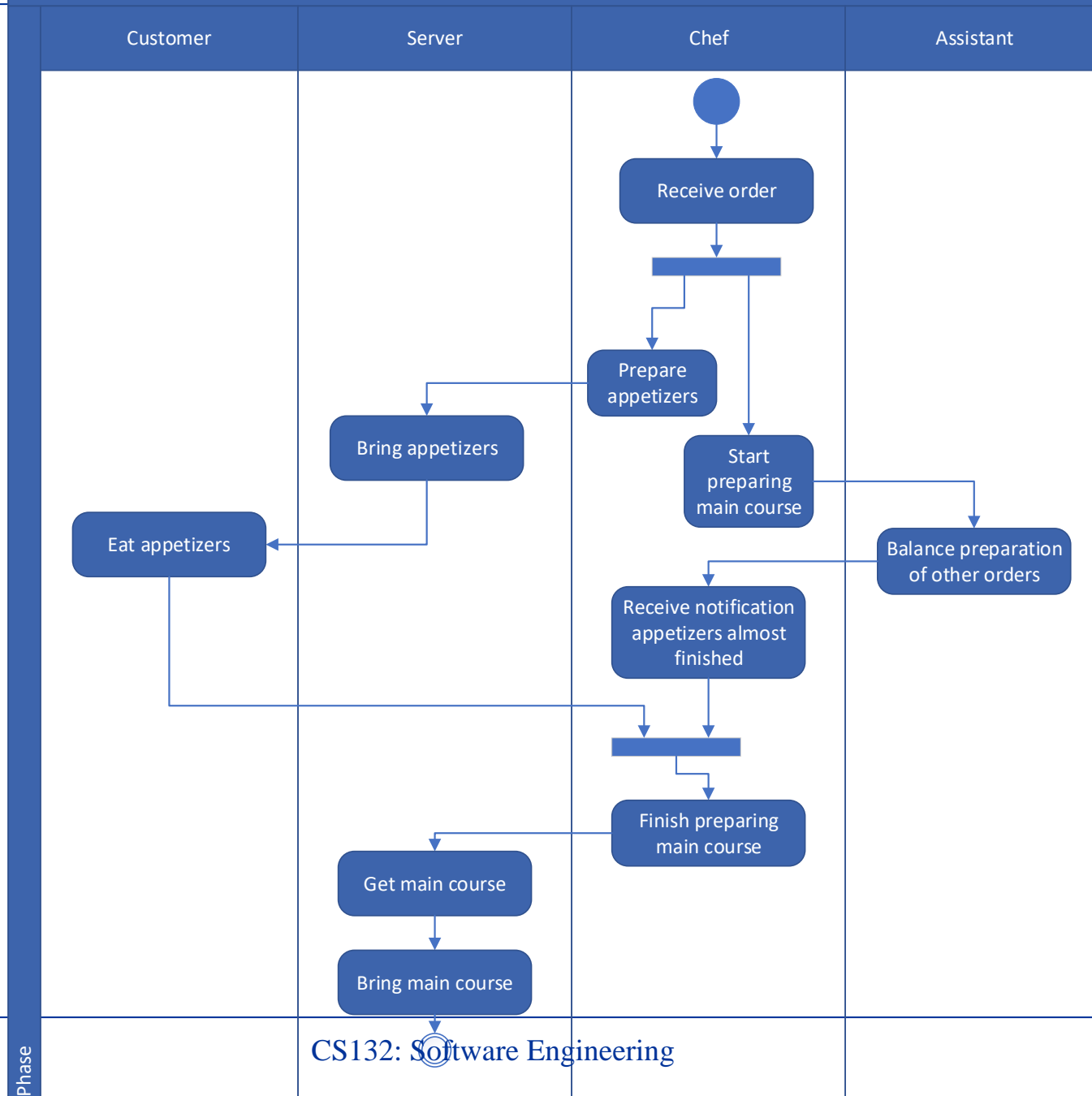






- Prepare food

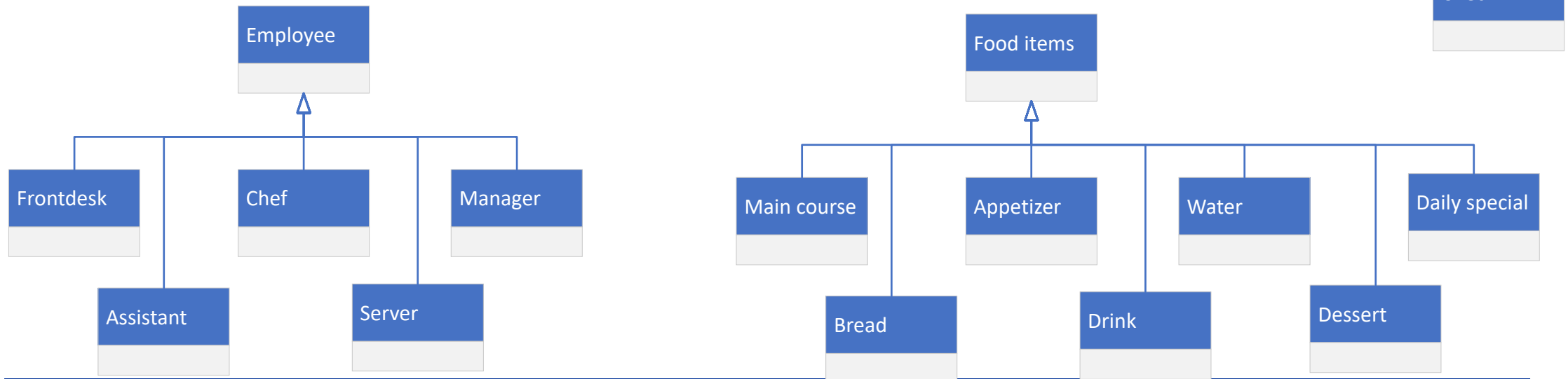




# Domain Analysis

1. Develop 1<sup>st</sup> version of class diagram

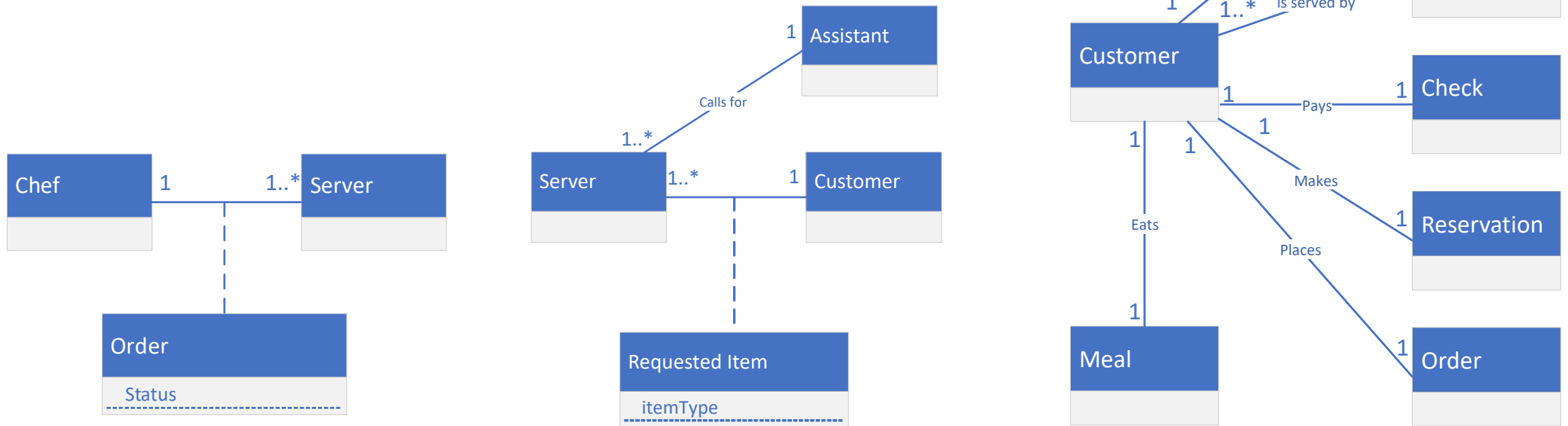
2. Find similar attributes and organize objects into classes



# Domain Analysis (cont.)

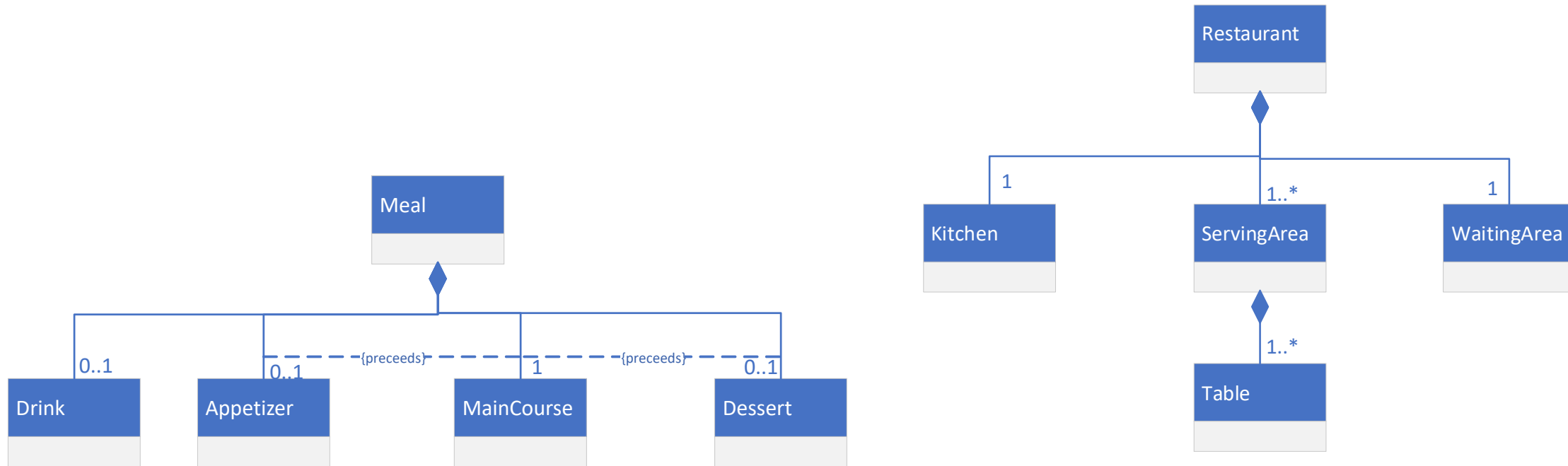
## 3. Further understand the domain

- Find associations



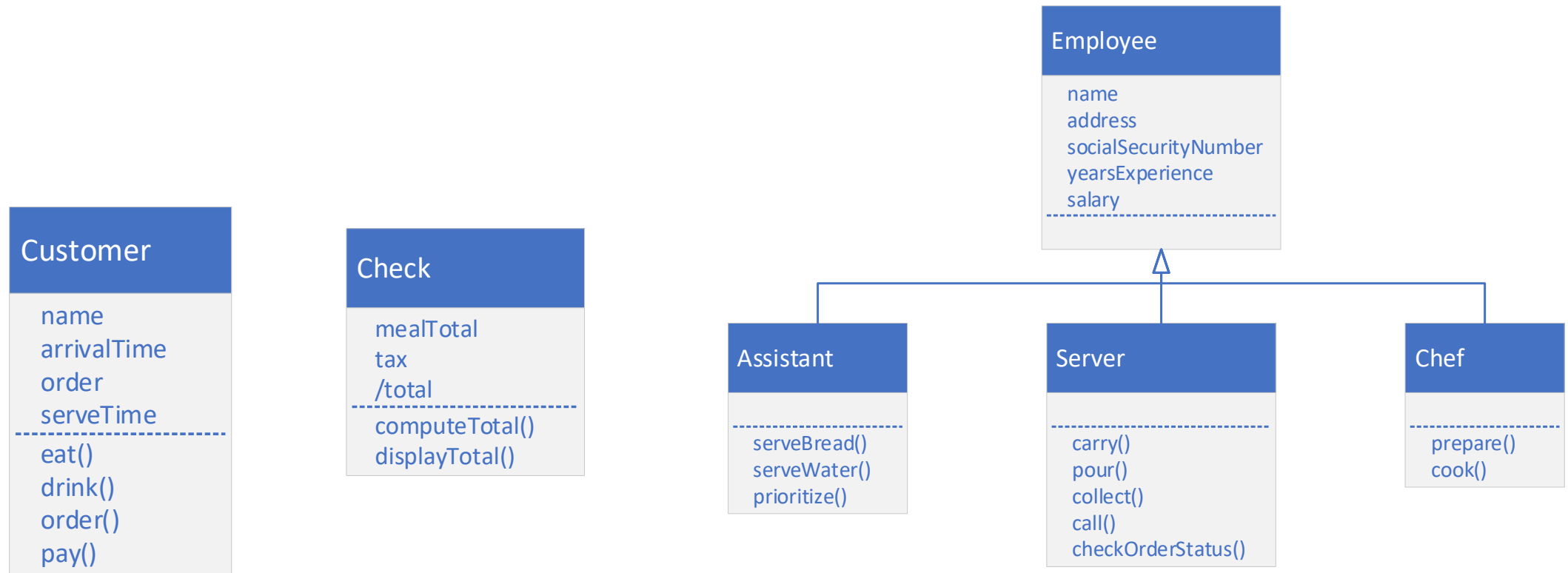
# Domain Analysis (cont.)

## 4. Find aggregations and compositions



# Domain Analysis (cont.)

## 5. Enrich information in classes

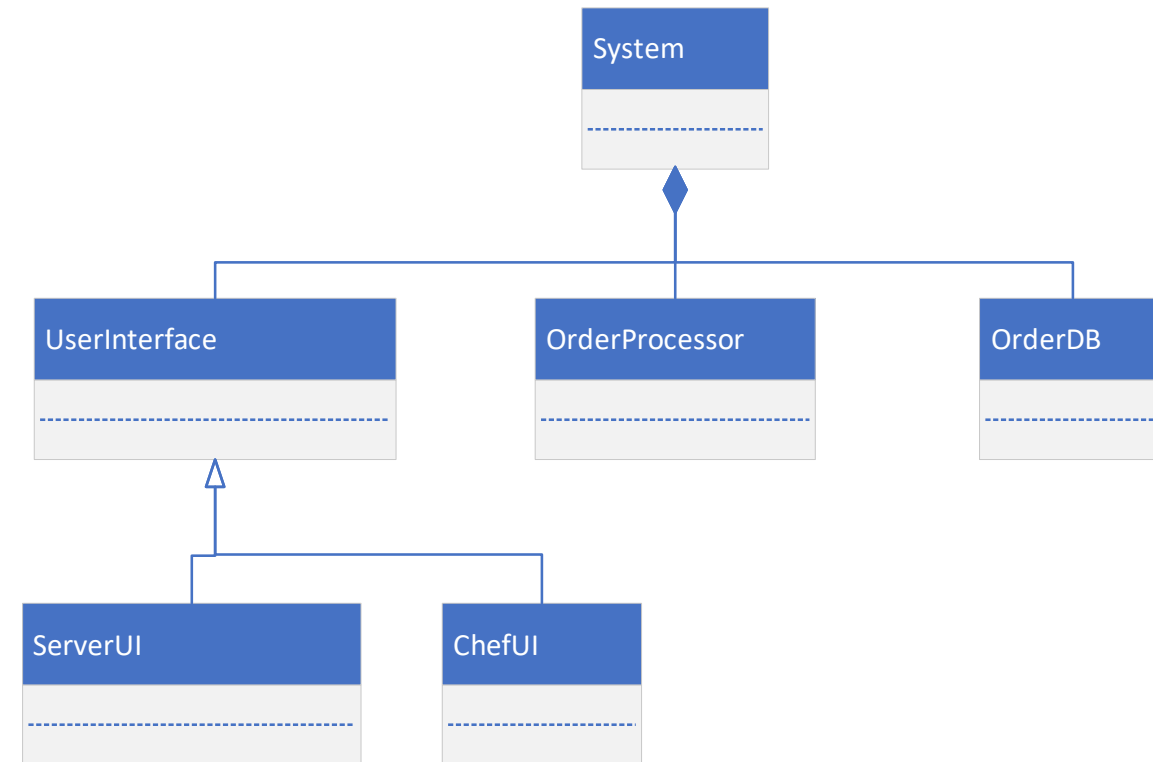


# Discover system requirements

- Joint Application Development (JAD) session
  - Restaurant owner
    - Understands the overall objectives of the system
  - Server
    - Actual user of the system
  - System analyst
    - From solution's perspective: propose potential system architecture
  - Modeler
    - From problem's perspective: abstract potential use cases
  - Coordinator
    - Keep the conversations on track

# Discover system requirements (cont.)

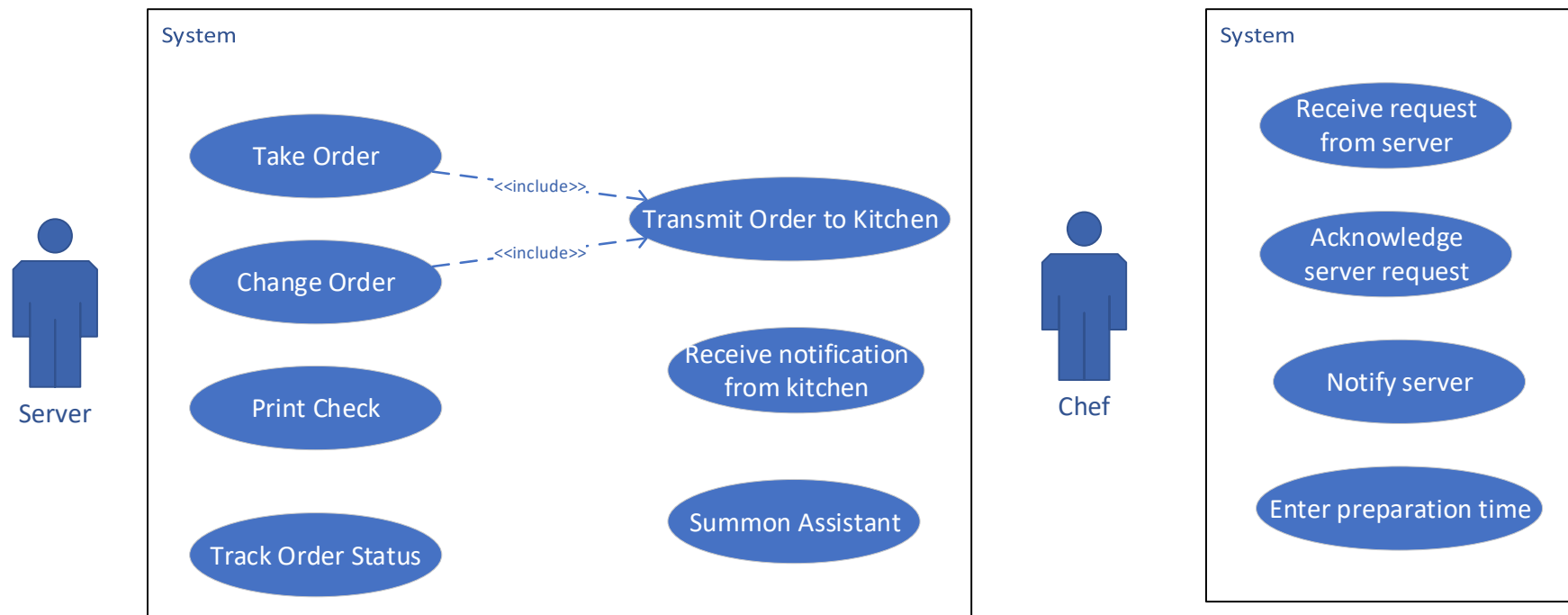
- Requirements for intelligent restaurant system
  - Primary: Save the server's travel time between kitchen and serving area
  - Secondary: Improve serving quality and efficiency
- Proposed solution
  - An order database that keeps track of order information
  - An order processor that handles order generation/modification
  - User interface for both the chef and the server





# Discover system requirements (cont.)

- System requirements as use cases

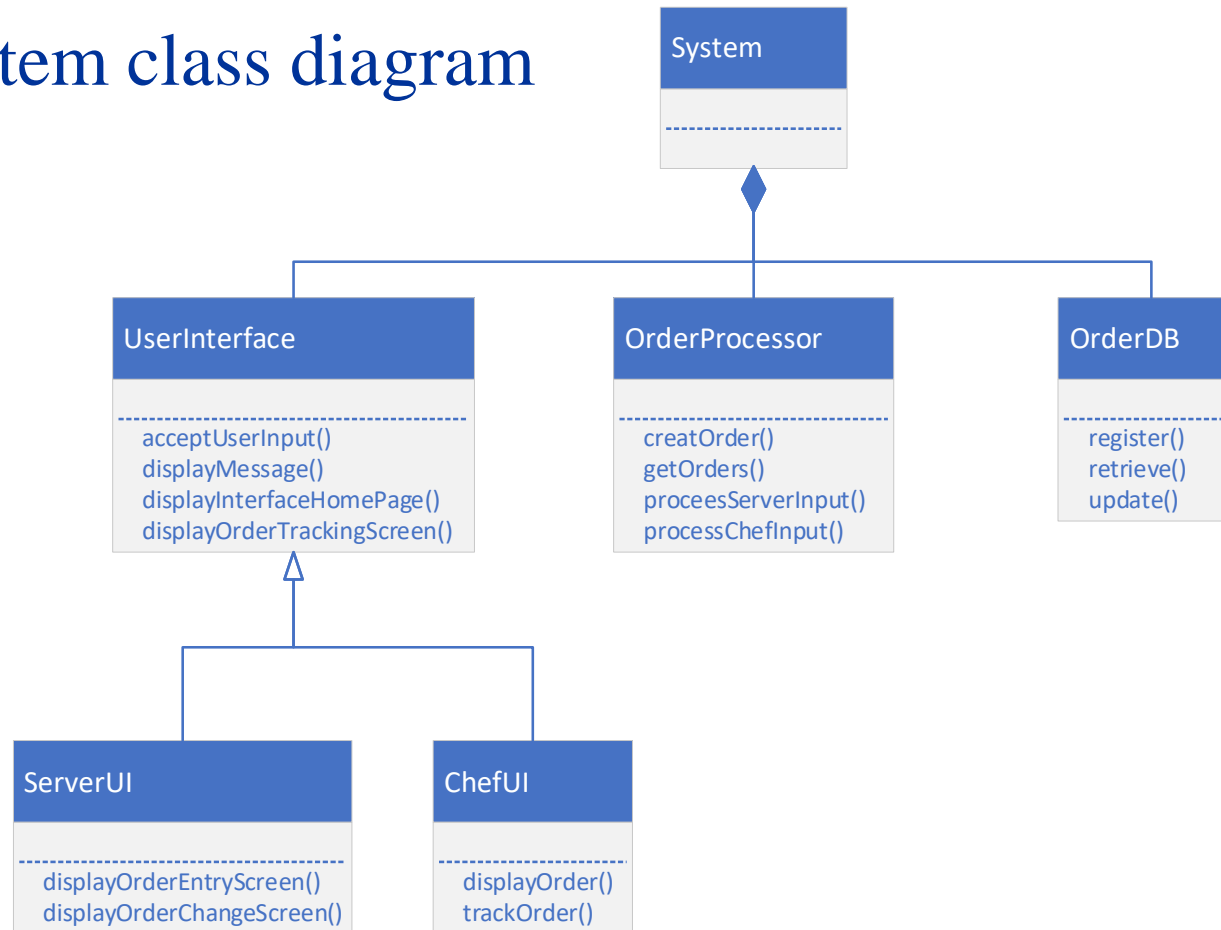


# Discover system requirements (cont.)

- Expanding use cases in another JAD meeting
- Use case “Take an order”
  - Description: Server inputs order data in his/her terminal and transmit the order to the kitchen.
  - Precondition: Customer has read the menu and made selections
  - Postcondition: Order has been input into the system
  - Standard procedure
    1. Server activate the order entry screen on his/her terminal
    2. Server input the order information on the screen
    3. System send the order to the chef UI

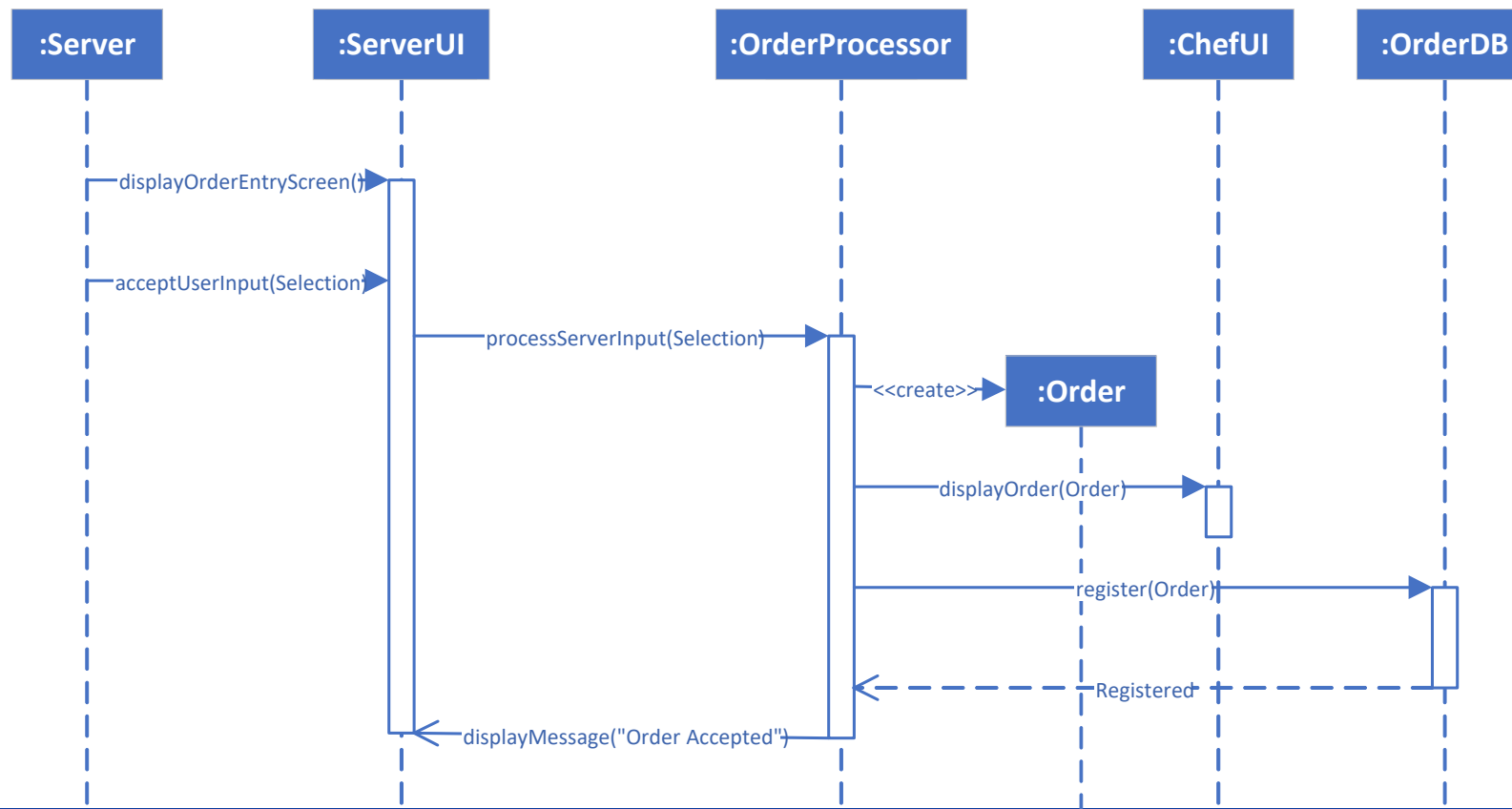
# Discover system requirements (cont.)

- Enriched system class diagram



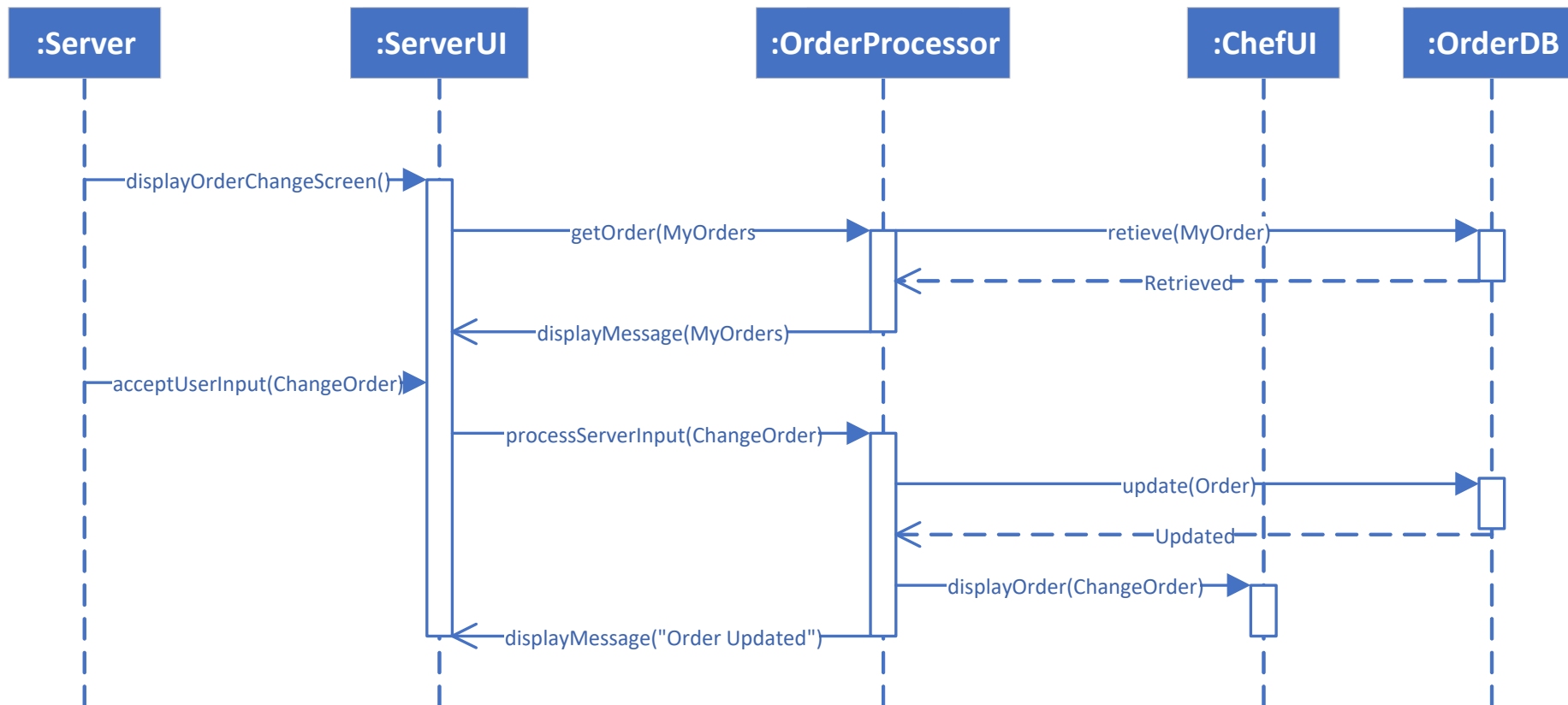
# Identify interactions

- Use case “Take an order”



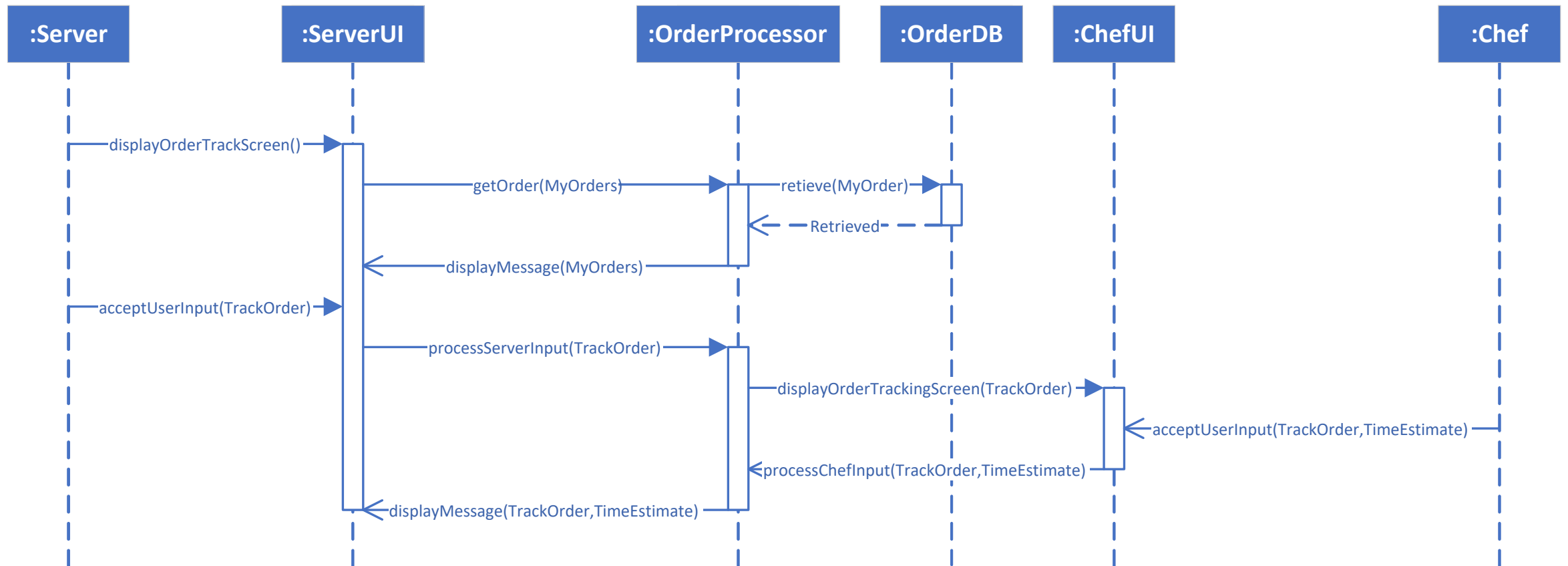
# Identify interactions (cont.)

- Use case “Change an order”



# Identify interactions (cont.)


- Use case “Track an order”



# Why do we need models?

- Prediction
    - We know the low-level mechanisms but we want to understand how they affect higher-level behaviors
    - Use simulation instead of testing on the real system
  - Explain the data
    - Make assumptions and use our knowledge to explain mechanisms that we don't understand
  - Classification
    - i.e. definitions, machine learning algorithms
-

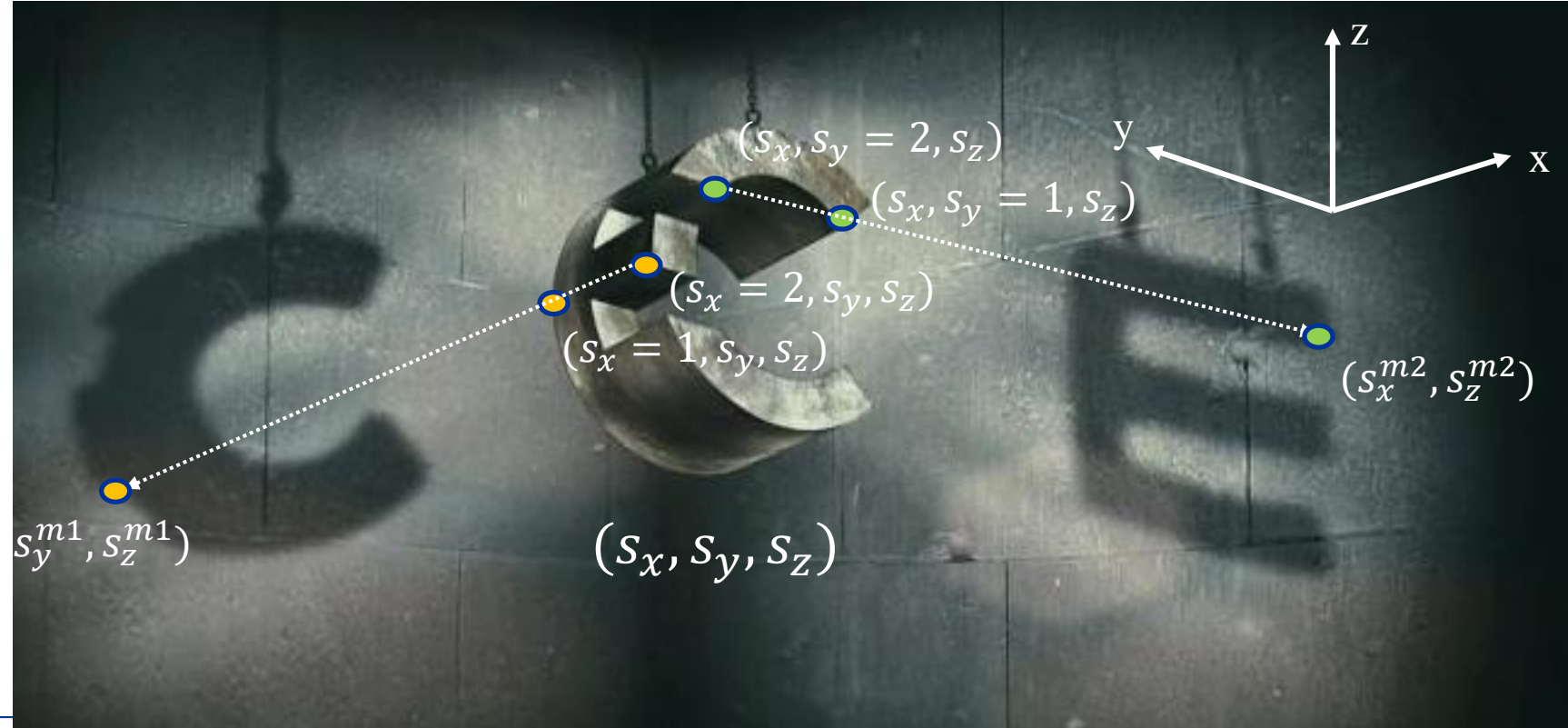
# What are models?

- A system:  $(S, I, T, O)$ 
    - $S$ : States  $s_1, s_2 \dots s_n$
    - $I$ : Inputs (could be  $\emptyset$ )
    - $T$ : Transitions  $S \times I \times S$
    - $O$ : Observations  $f(S_o), S_o \subseteq S$
- 
- Model of the system  $(S^m, I^m, T^m)$ 
    - $S^m$ : Abstraction/interpolation of  $S$ 
      - Much fewer state variables
    - $I^m$ : abstraction of  $I$  (could be  $\emptyset$ )
    - $T^m$ : Transitions  $S^m \times I^m \times S^m$



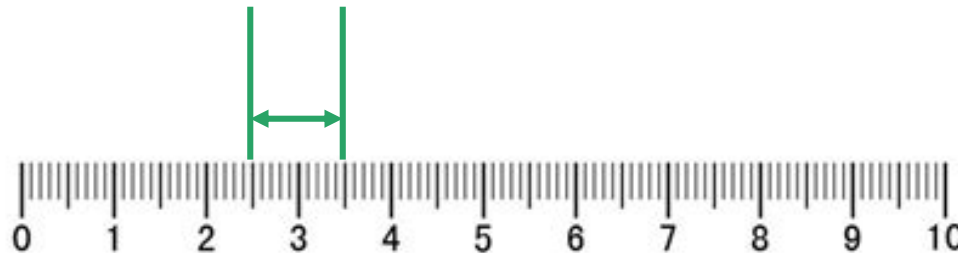
# Abstraction – removal of state variables

- States  $(s_x, s_y, s_z)$  are abstracted to  $(s_y^{m1}, s_z^{m1})$ 
  - $(s_x, s_y, s_z) \rightarrow (s_y^{m1}, s_z^{m1})$
- Loss of information



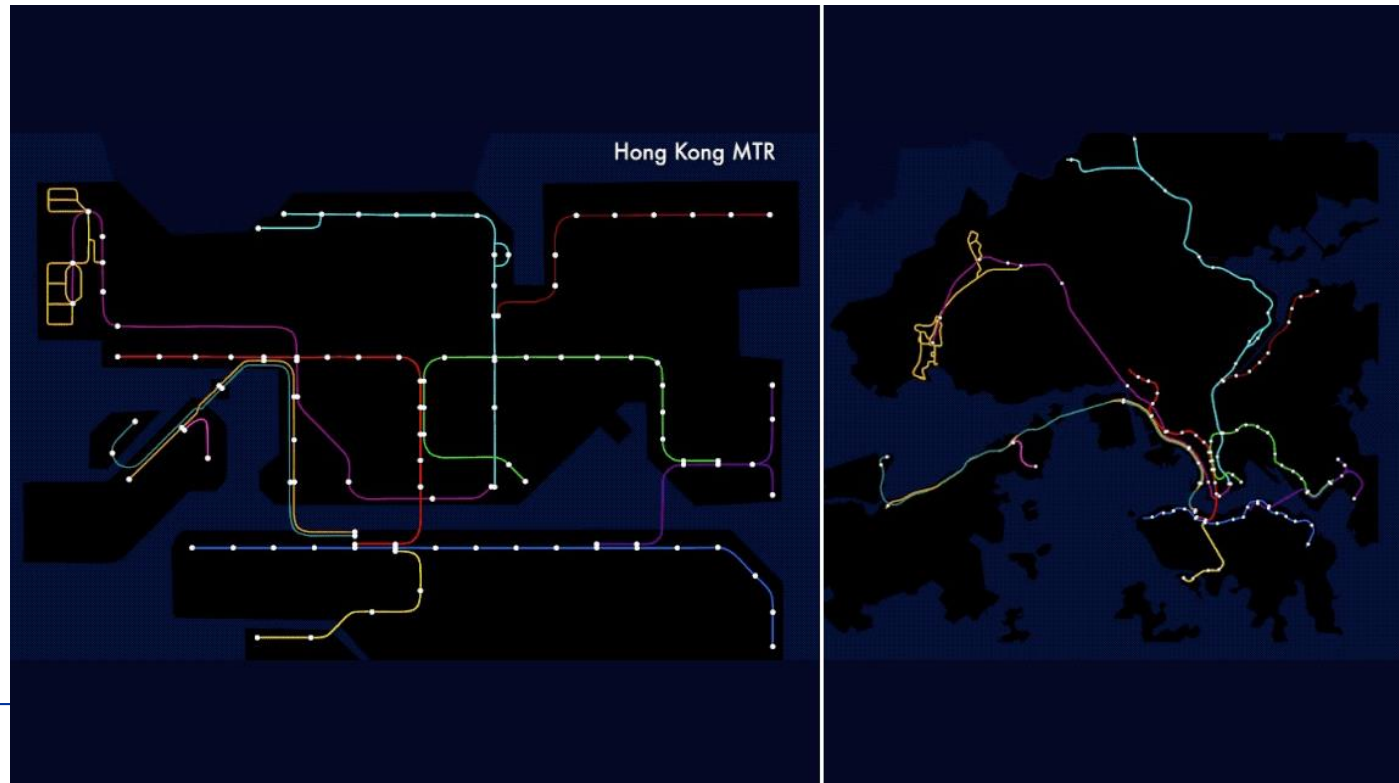
# Abstraction: Approximation of state variable values

- Irrational numbers
  - $\pi \approx 3.1415$
  - $\sqrt{2} \approx 1.414$
- Approximation is another way of abstraction

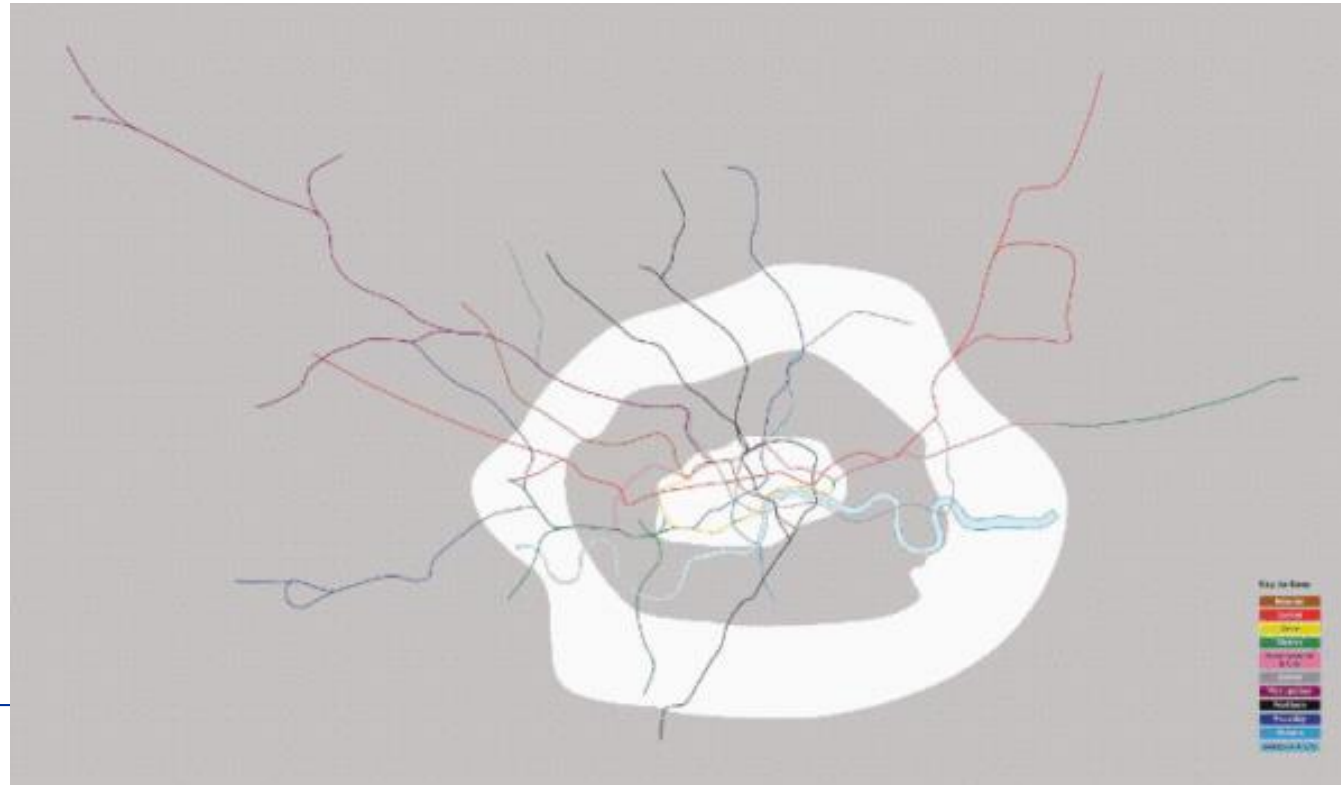


# Interpolation: extracting interpretable information

- Locational information  $\rightarrow$  topological information
- $S^m = f(S_p), S_p \subseteq S$



# More Interpolation: London MTR



# What is considered as a “good” model?

- Accuracy
  - All models are wrong!
  - Error accumulates over time
  - Initial condition of the model cannot be determined due to limited observability
- Generality
  - The capability to explain not only training data, but also testing data
- Identifiability
  - Model parameters can be identified from data
- Interpretability
  - $S^m$  are meaningful and interpretable by human

# Newton vs. Einstein

- Newtonian physics is suitable for macro level objects at low speed
  - $$L = L_0 \sqrt{1 - \frac{v^2}{c^2}}$$
  - A model can only be “good” within the context of its designated application
  - The definition of “goodness” is changing over time
-

# Modeling methodologies

- Bottom-up modeling
  - “White-box” model
  - Using first principles
  - Pros:
    - Interpretable
    - Convincing
  - Cons:
    - State space explosion
    - Difficult to be general
    - Low identifiability



- Data driven models (i.e. Neural networks)
  - “Black-box” model
  - From observable data
  - Pros:
    - No need to know domain knowledge
  - Cons:
    - Large and uninterpretable  $S^m$
    - Depends highly on the quality and quantity of data