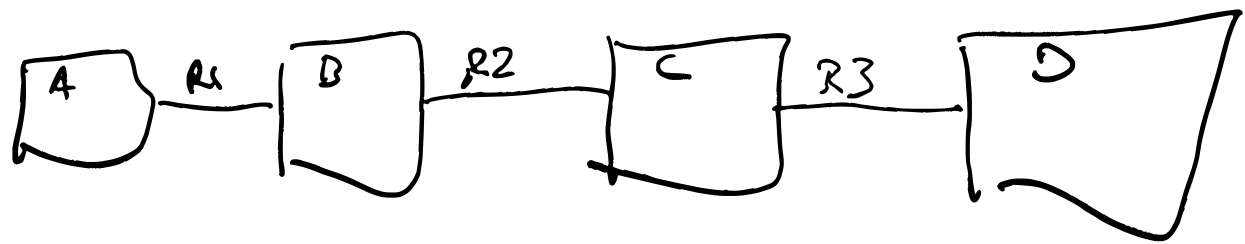
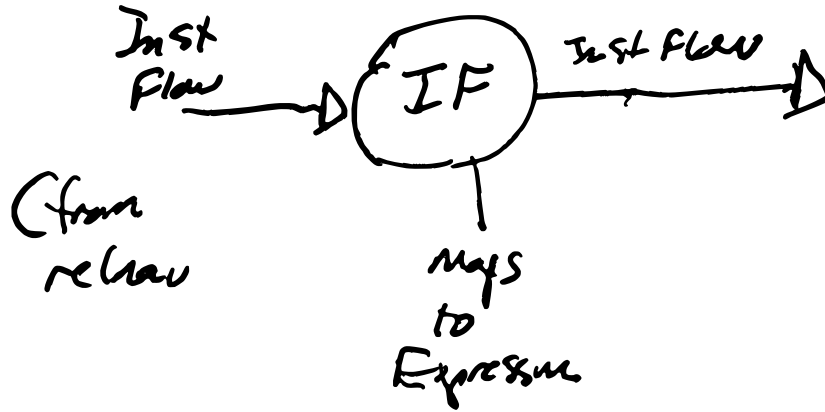
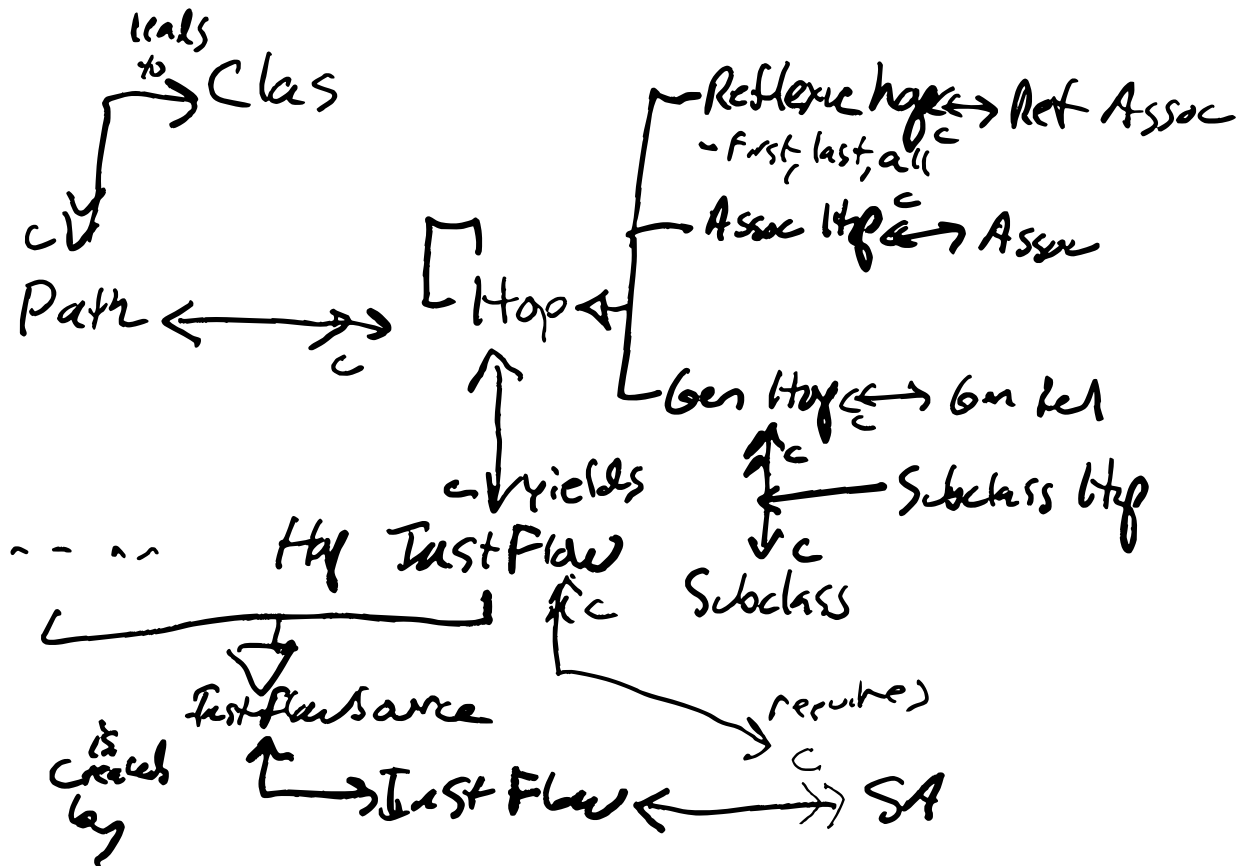


Handwritten expression:

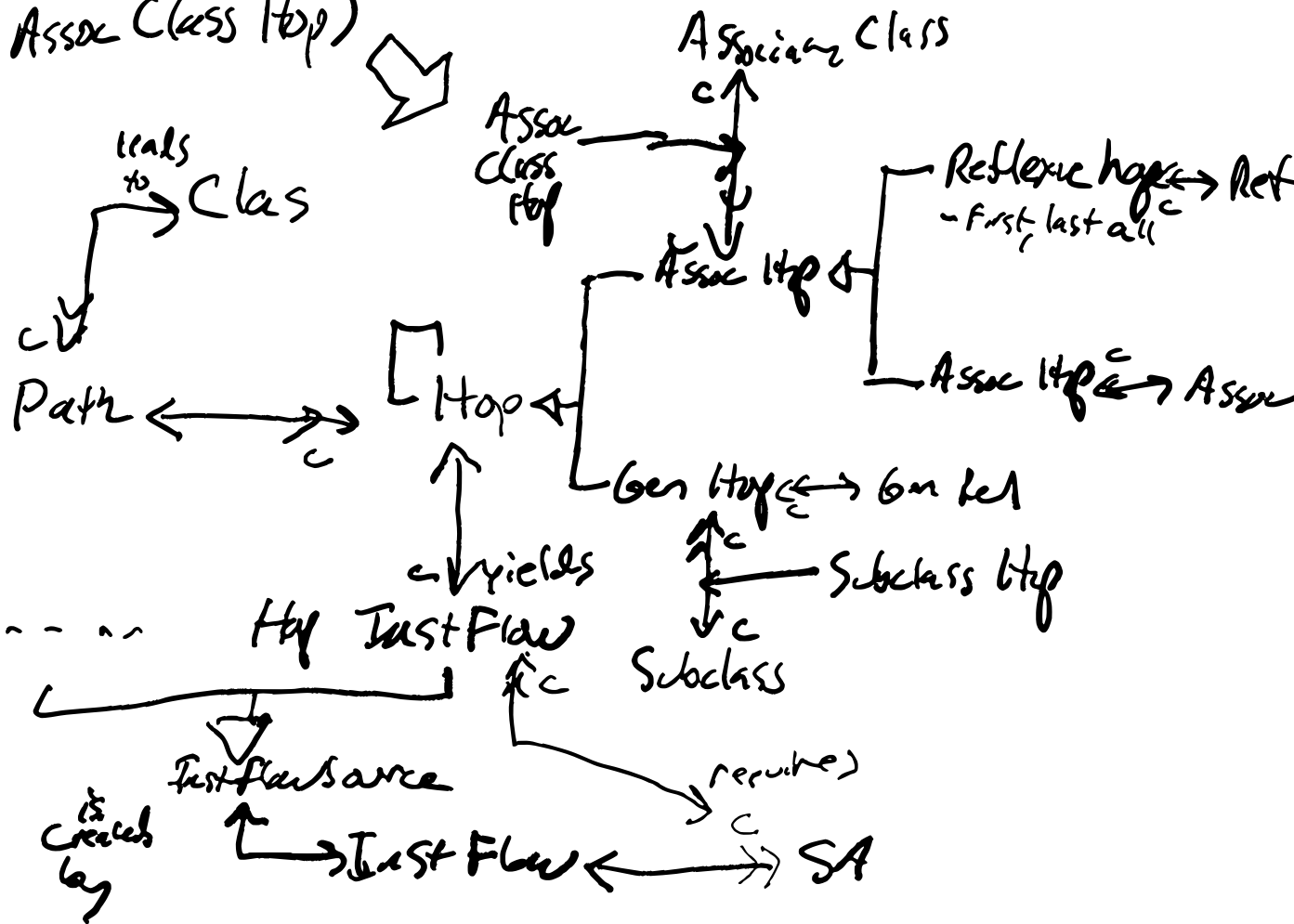
$$a1 / \overbrace{R1(x > n)}^{\text{Condition Selection}} / R2 / R3 (\sim)$$


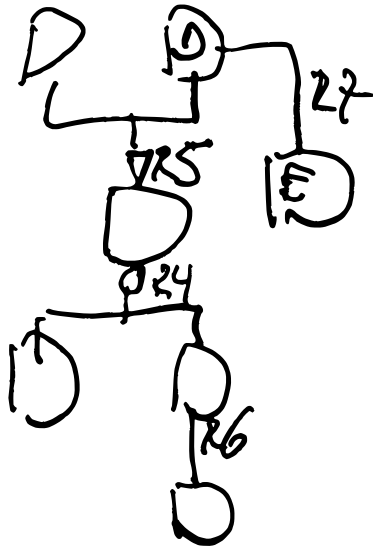
inst
(filter)




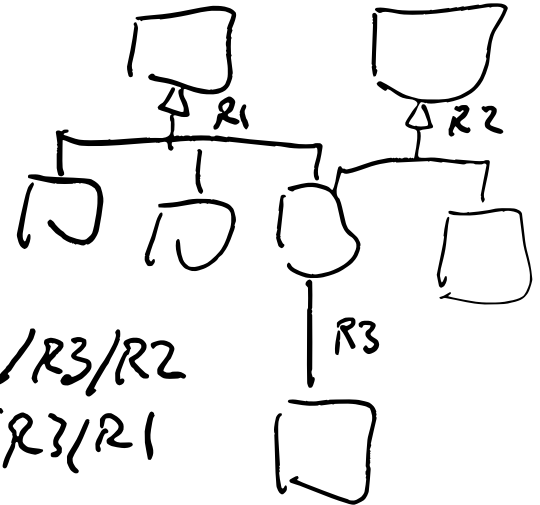


(Adds Assoc Class Top)






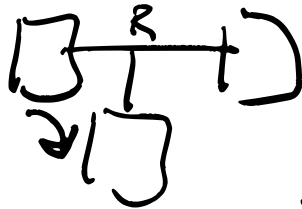




A Path starts with an input instance
 flow then an optional sequence of Hops,
 → leading to a required Destination Class.

There are different kinds of Hops:

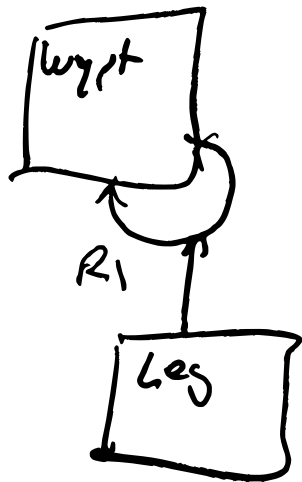
① Straight Hop  Across an association to a participating class (not the assoc class formalizing the logical Association)

② Assoc Class Hop  Across an association to the assoc class formalizing that association

③ Subclass Hop



Across a gen relationship to a subclass at that same relationship



Get all waypoints from w where {m}

$$wpts.. = w1/R1/\sim^*/(itsAtt > h) \quad (all)$$

Get all legs where ...

$$legs.. = w1/R1/\sim^*/(m)/Leg$$

Rule: Dest along
determines
type of
assignment

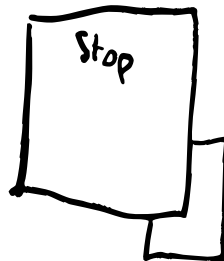
Dest along

Skip spec Assoc Branch Path

get all legs where

$$/R1/\sim^*/(itsAtt > h)/Leg$$

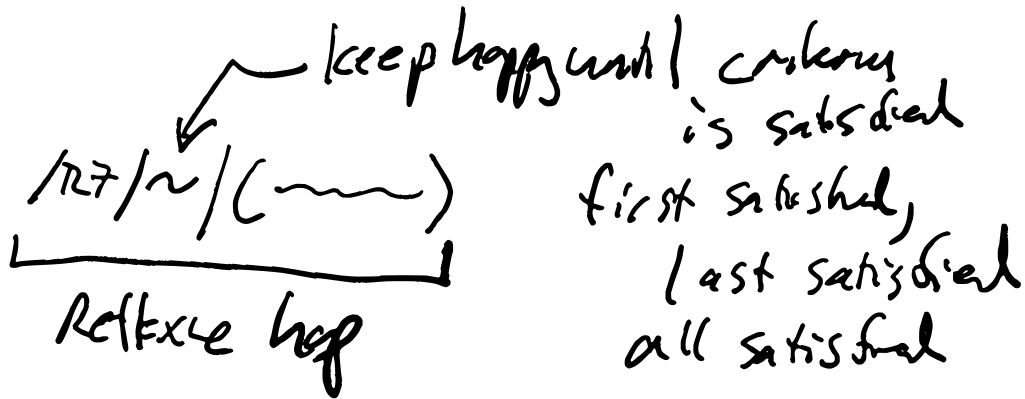
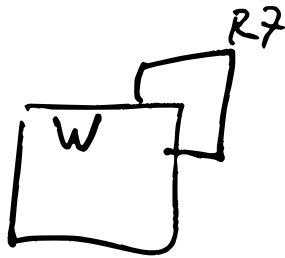
ASSO
Branch



ordinal

(no assoc
class possible)

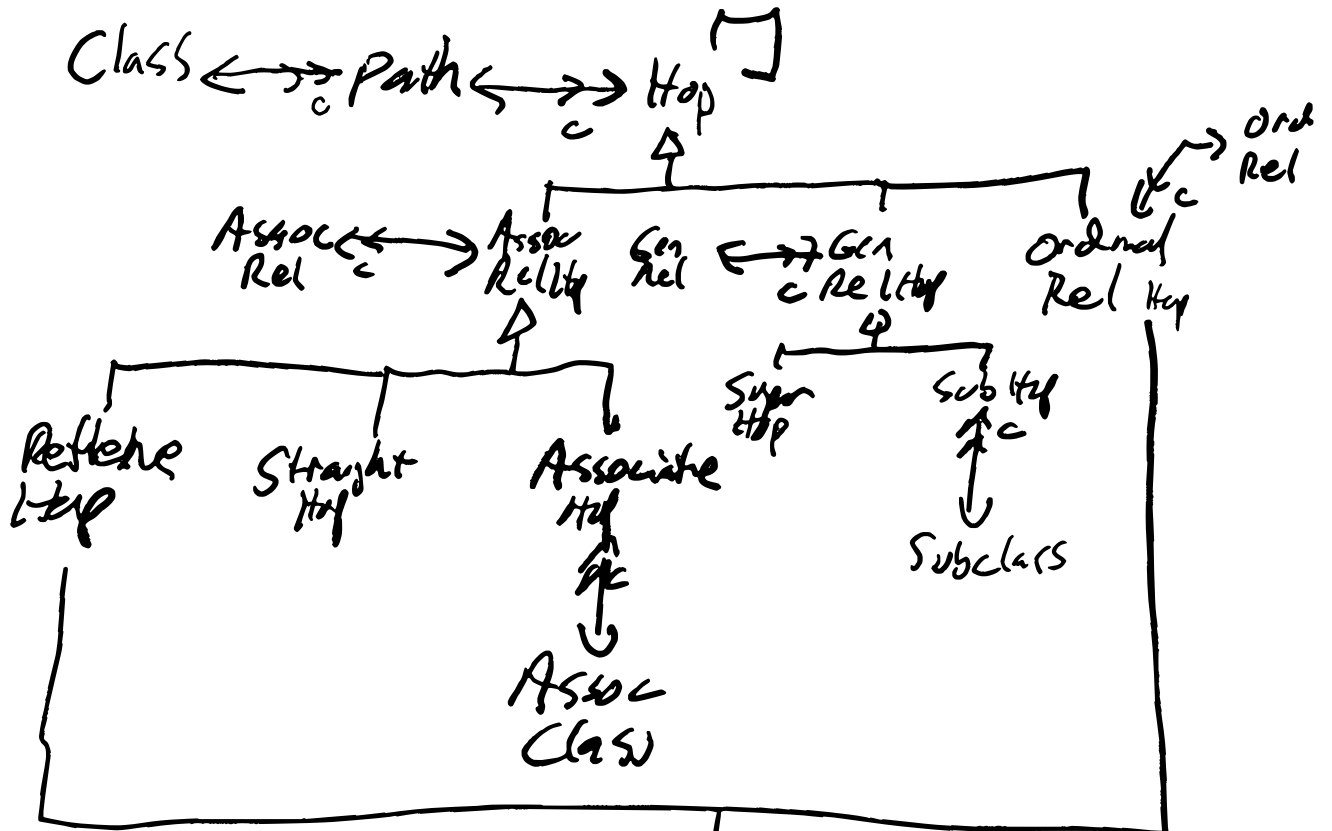
Reflexive Hops



first satisfied,
last satisfied
all satisfied

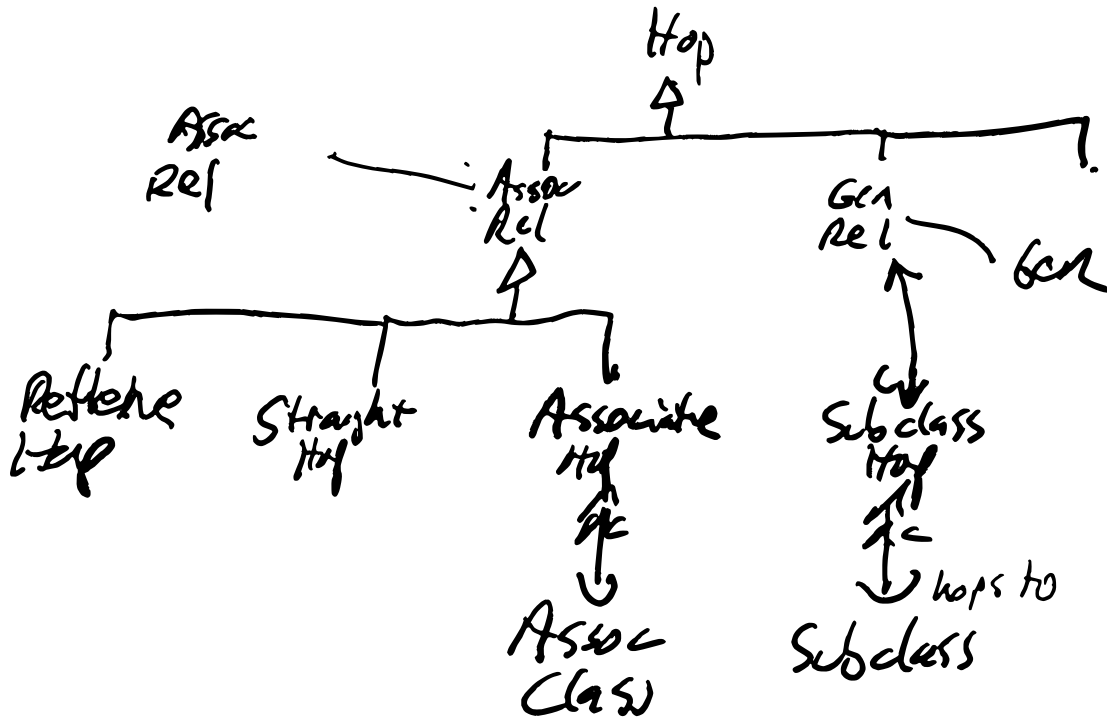
Note: Number of
hops is
unknown
until run-time

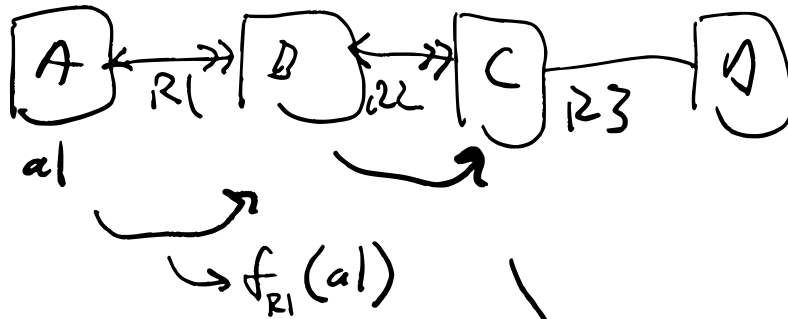
- ~
+ ~
* ~



* 11/13/21
 Leon
 Starr
 (model int)

Cyclic
 Hop
 - skip spec ↔ Rel Dir
 - directed(?)



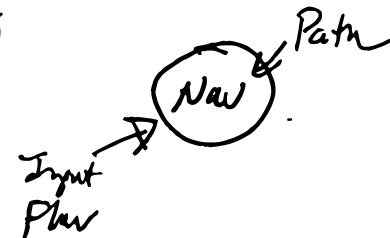
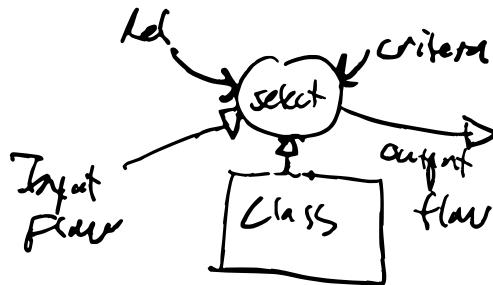


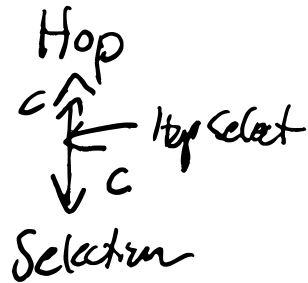
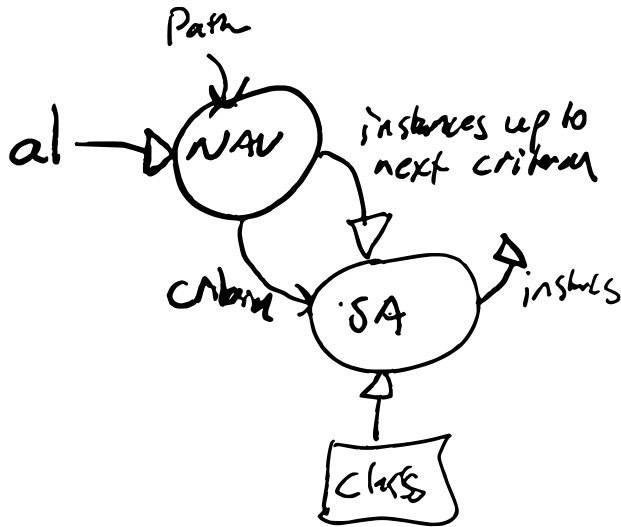
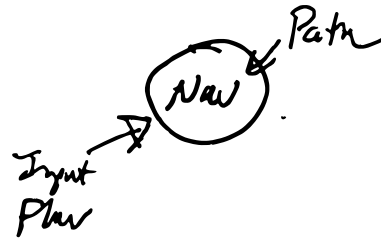
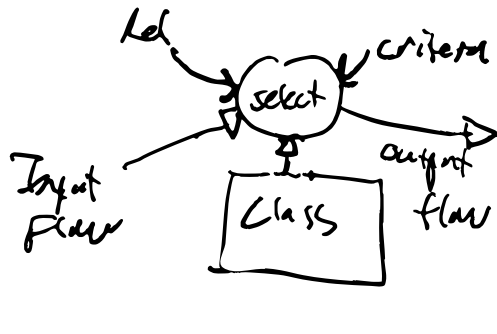
Each hop
may apply
Criteria
A select is performed
after each hop

$$C_{..} = a_1 / R_1 / R_2 = f_{R_2}(f_{R_1}(a_1))$$

$$C_{2..} = a_1 / R_1(m) / C(m)$$

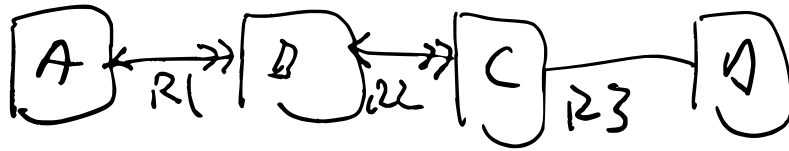
selection criterion





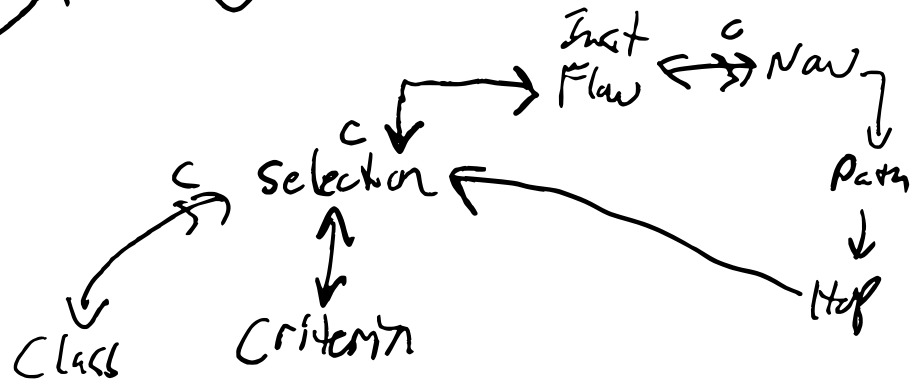
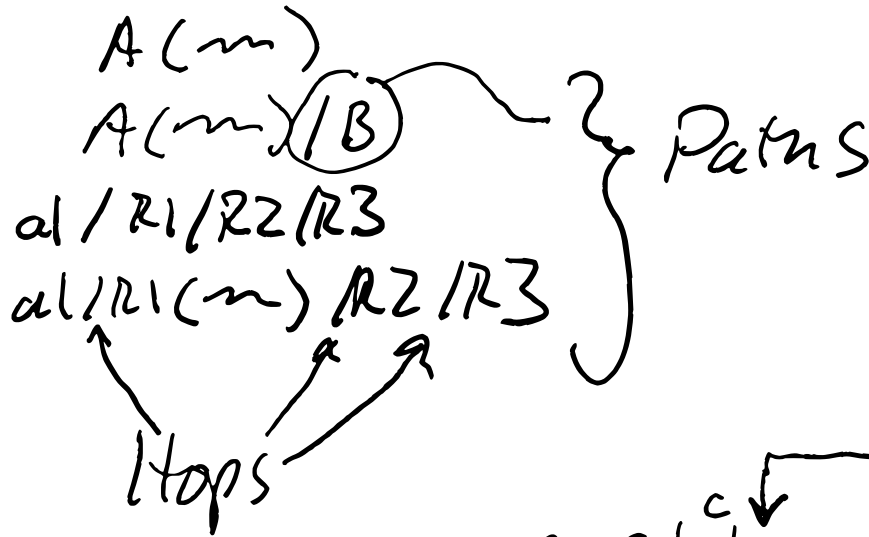
$al \dots = \underline{Aircraft(m)}$

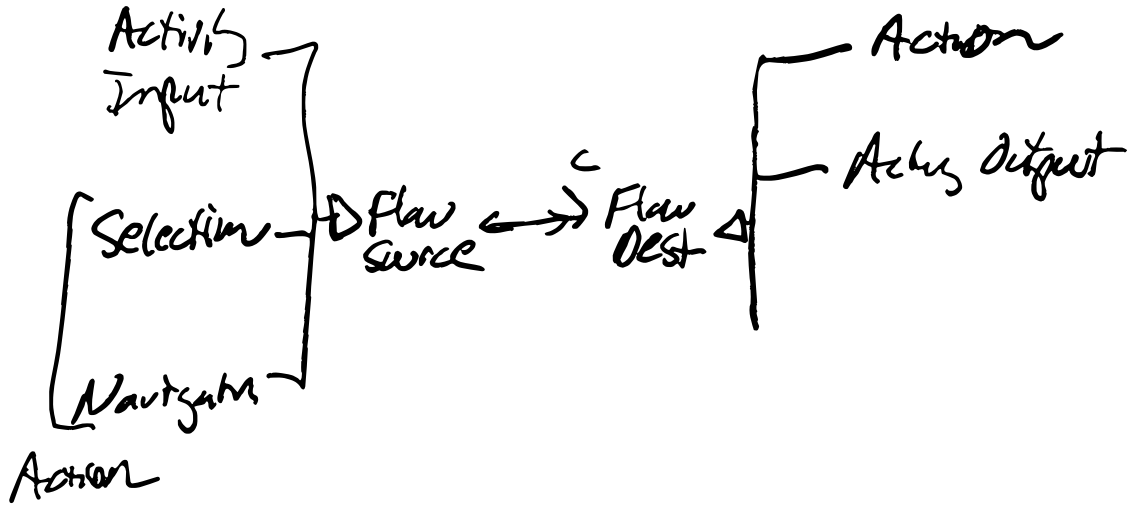
single case of a
path \rightarrow one class
+
criteria



Nav action
begins with an
Input Flow and
a Path

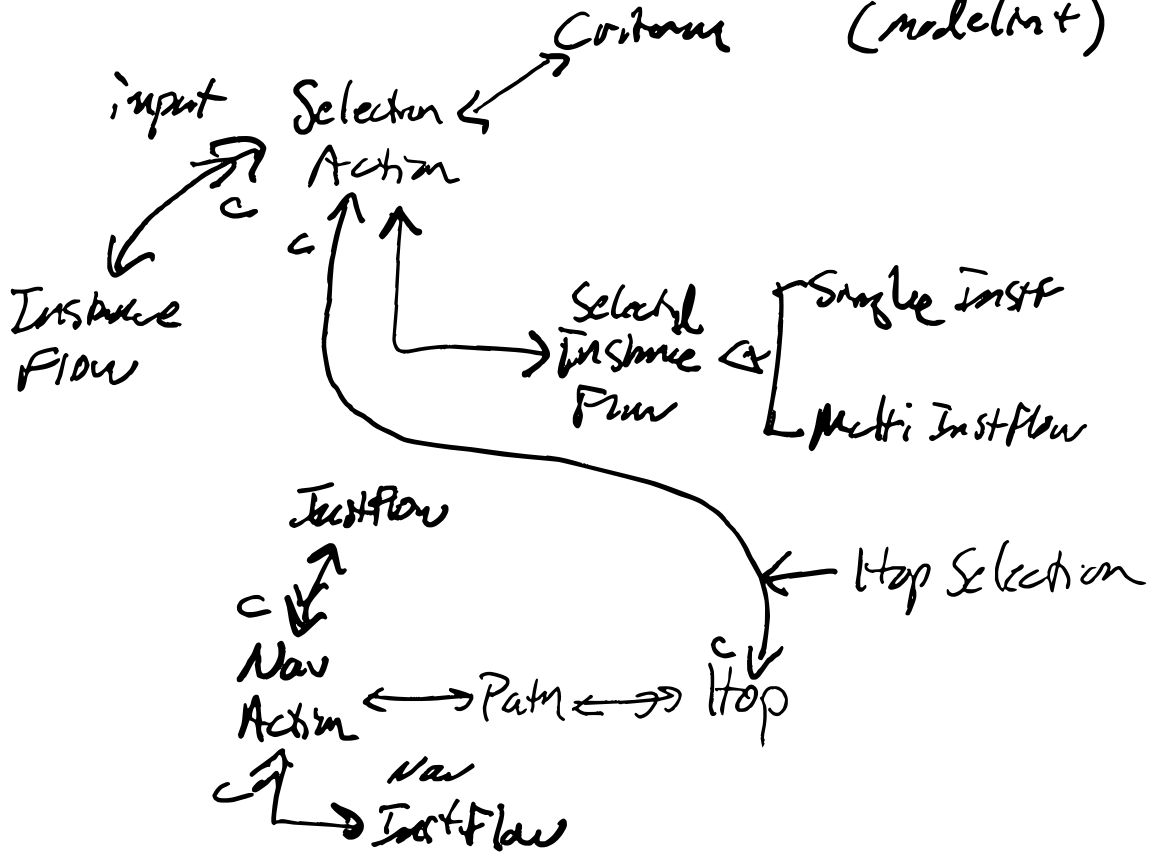
Path begins w/ hop

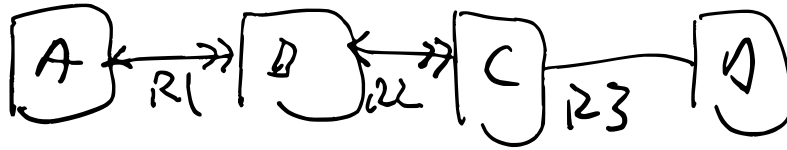




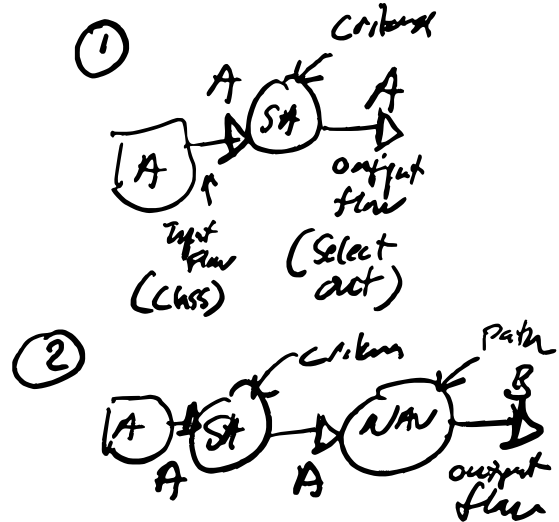
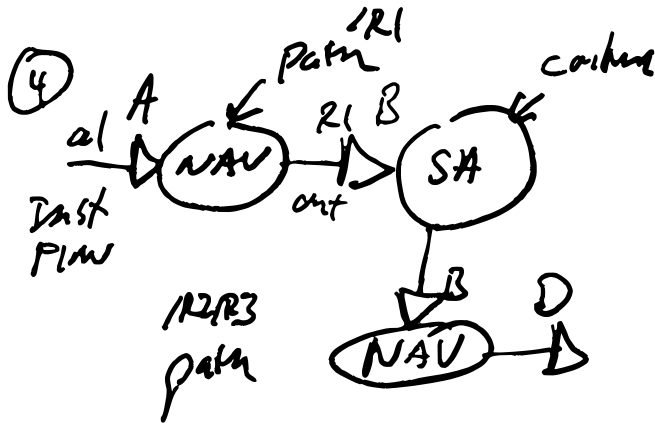
Selection & Navigation Actions

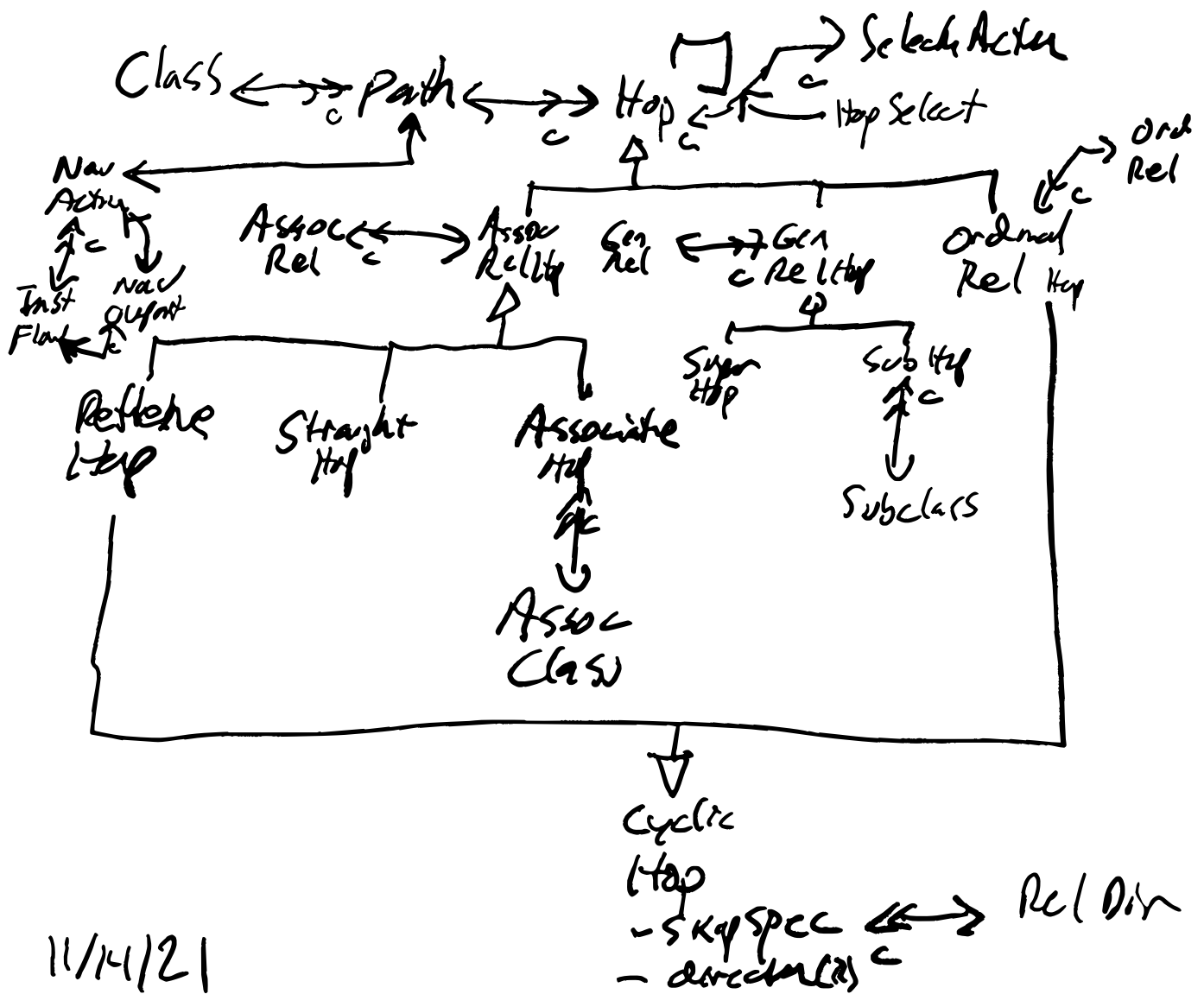
11/14/21
Lean Start
(modeling)



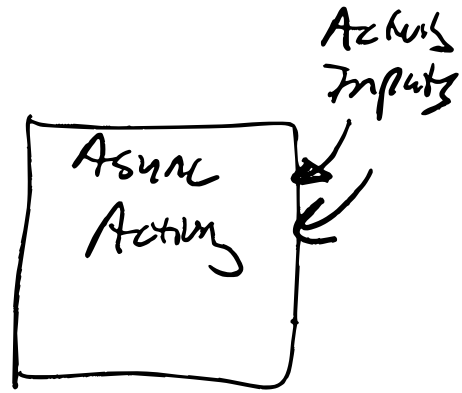


- ① $A(m)$
- ② $A(m)/B$
- ③ $a/R1/R2/R3$
- ④ $a/R1(m)/R2/R3$

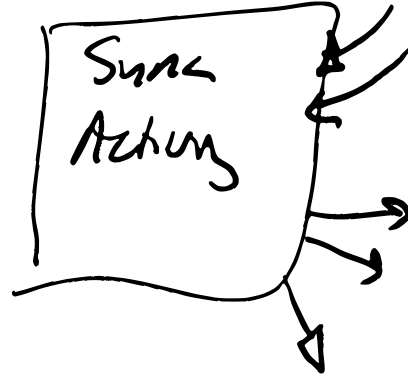
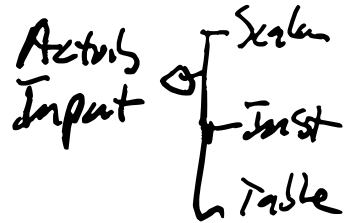




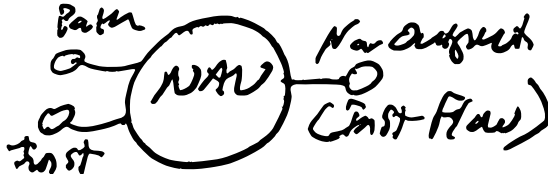
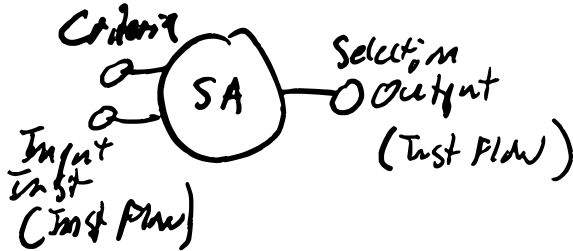
11/14/21



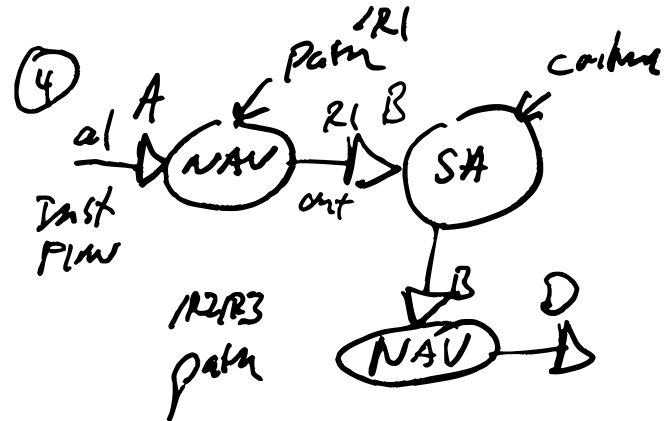
Inputs only

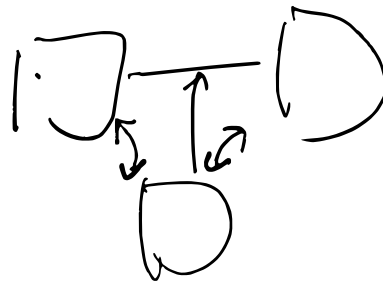
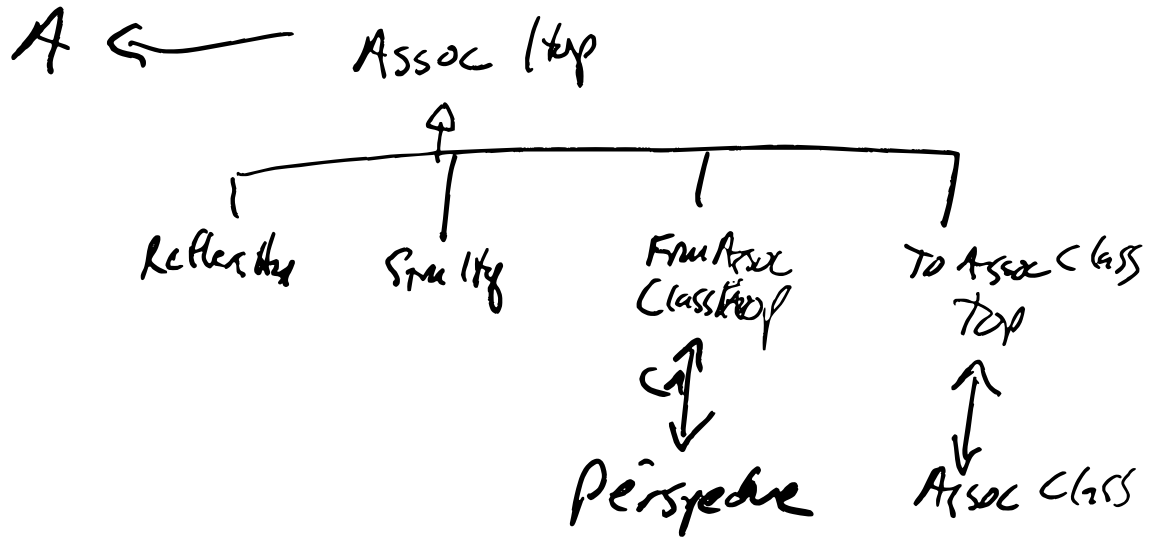


Actions



Initial
Inst Flow Source





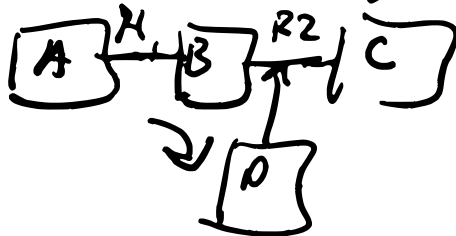
Each kind of Assoc Hop

① Straight Hop



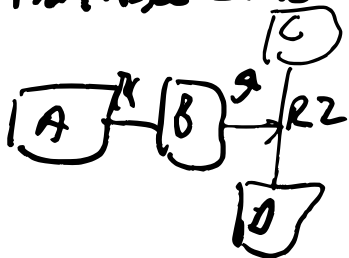
$Cset.. = cset/R1/R2$ No class needed

② To Assoc Class Hop



$cset.. = cset/R1/R2/D$ Assoc Class
To Assoc class hop

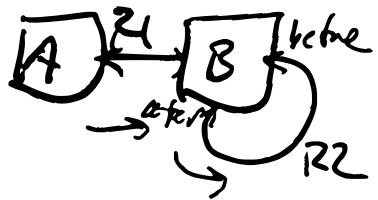
③ From Assoc Class Hop



$Cset.. = cset/R1/R2/C$ To P side
From Assoc class hop

L Stann / Aunt
 2021-12-19

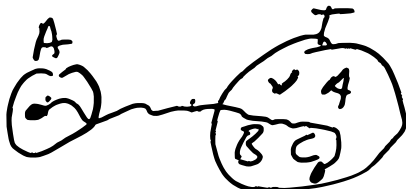
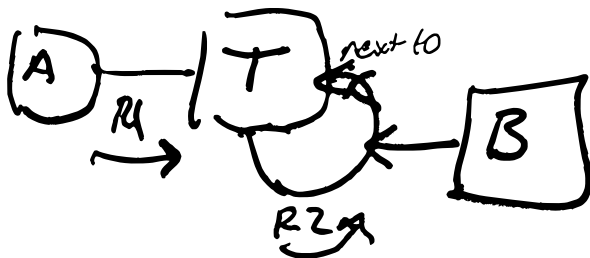
④ Circular Map L Starr / Mint
2021-12-19



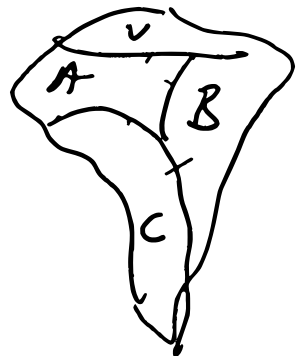
bset..aset/R1/R2/before
circular map

(both ordinal & referenced
reflexive associations)

⑤ Symmetric (only no perspective)

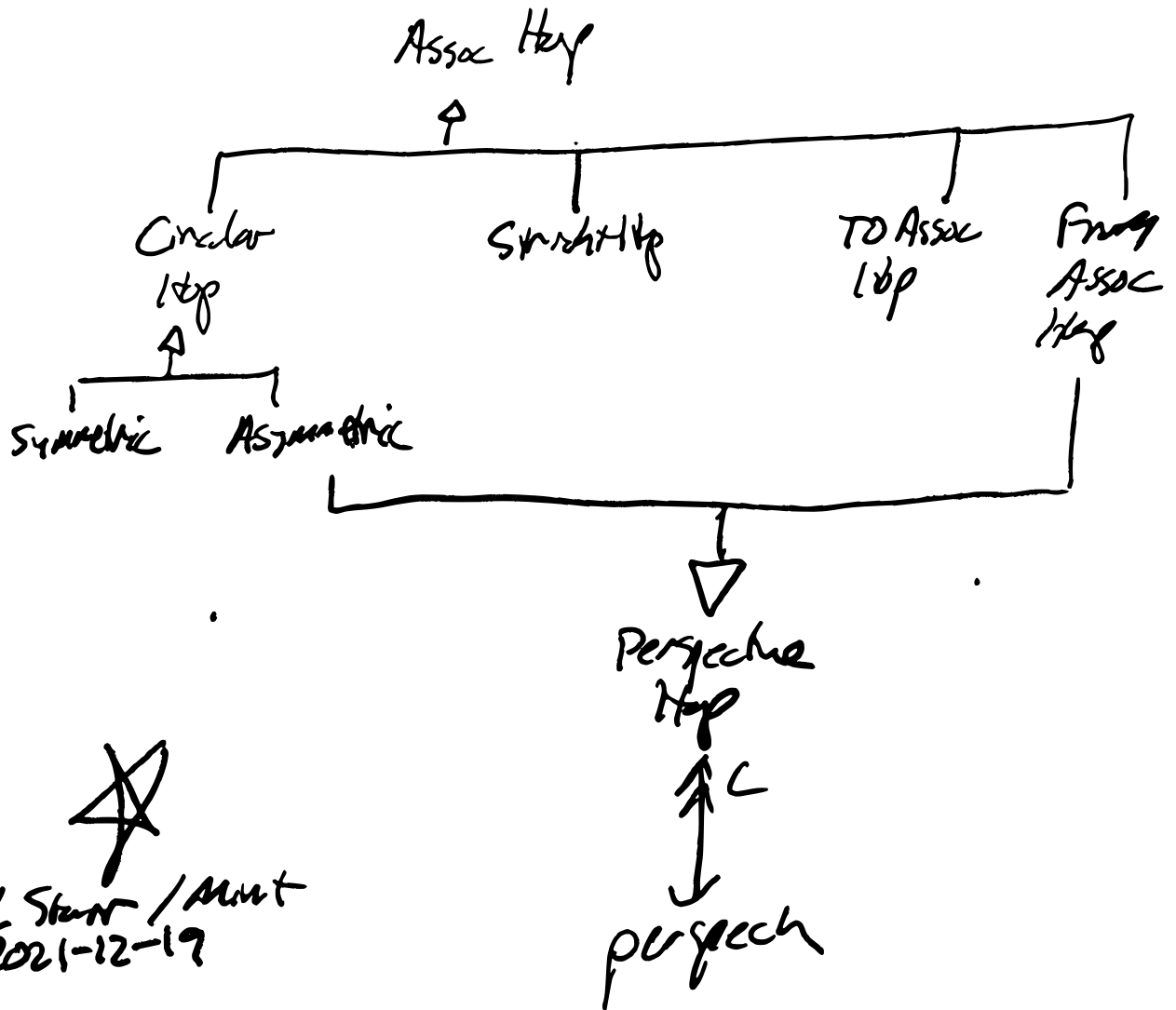


VA
AB
AC
BC



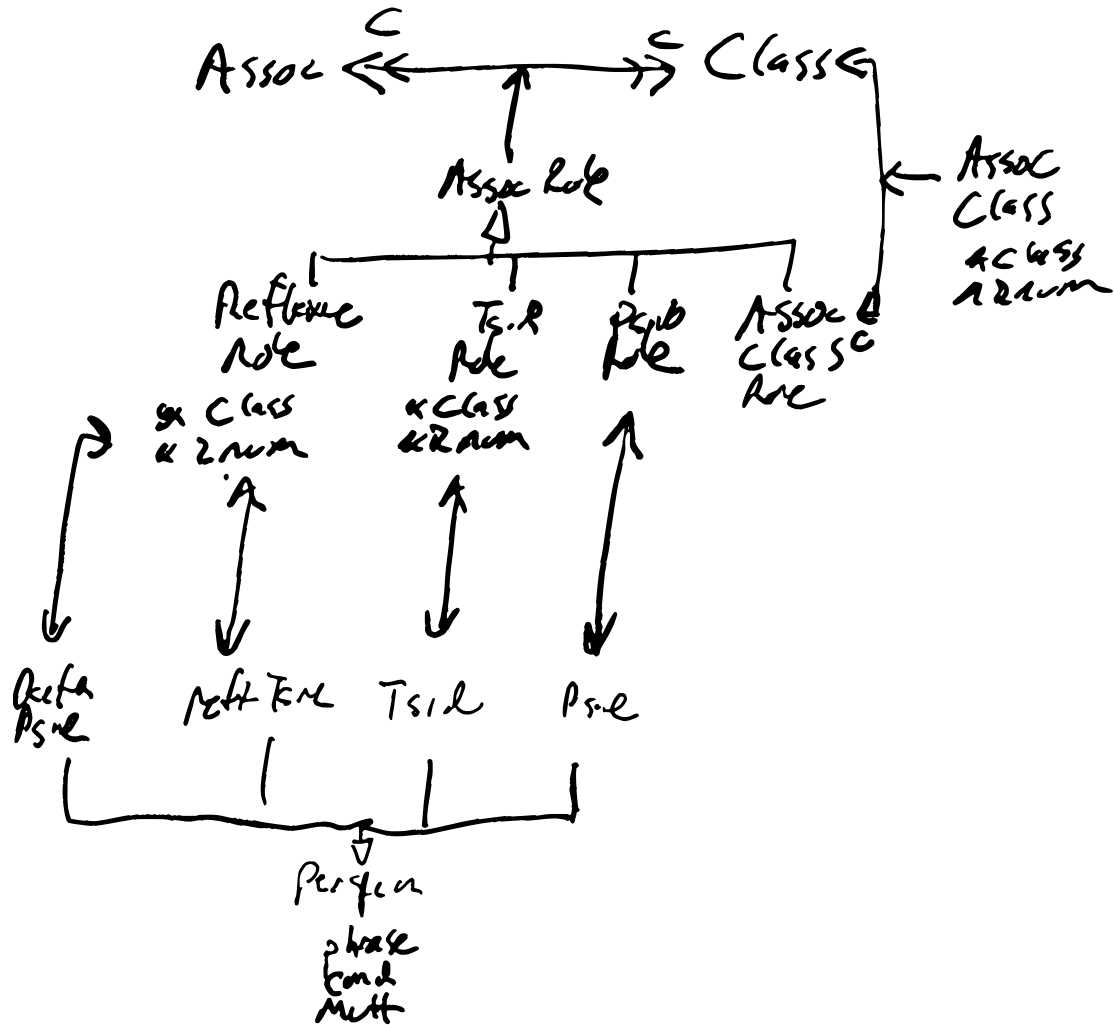
tset.. = aset/R1/R2

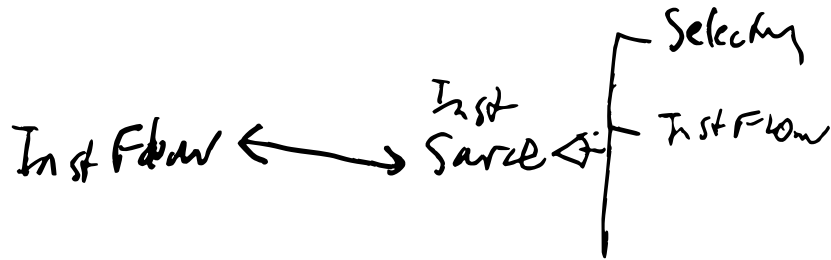
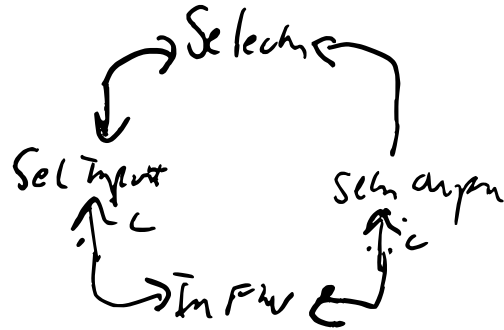
no need
to
specify
like a SM



★
L Storr / Munt
2021-12-19

$T \rightarrow ? (Bar T) \}$ straight heap
(not a to assoc class)
B





A class cannot be the assoc. class in more than one association

A class cannot be both an associate class & part class in same association

