



Reverse Engineering SDL Models A Pattern-Based Approach

Evert Arckens
System and Software Engineering Lab
Vrije Universiteit Brussel
Pleinlaan 2, 1050 Brussel
Belgium
earckens@info.vub.ac.be

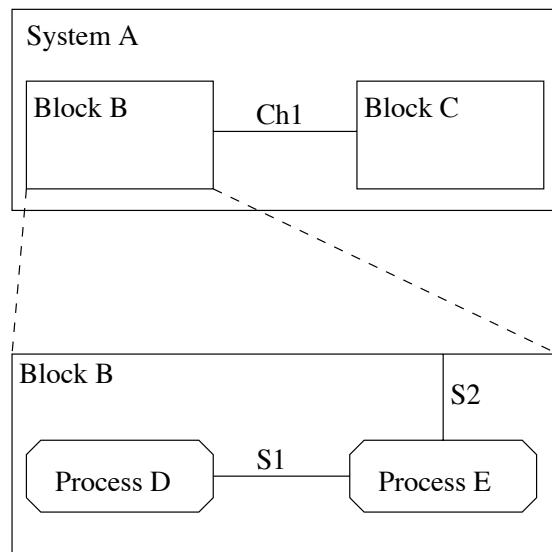
Overview

- ◆ Why Reverse Engineering?
- ◆ SDL to OMT
- ◆ UML improves translation
- ◆ Patterns and Reverse Engineering
- ◆ Example
- ◆ Conclusions and Future Work

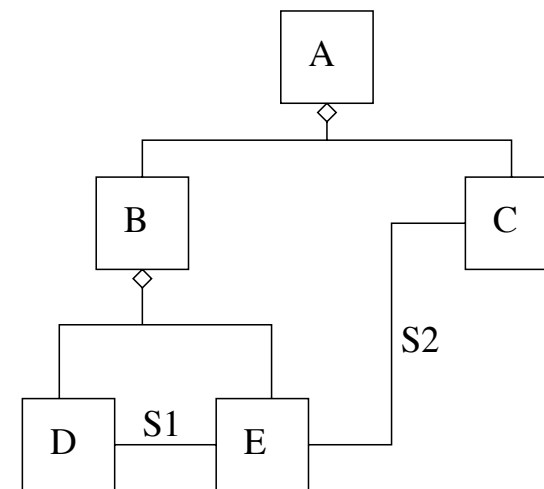
Why Reverse Engineering ?

- ◆ Document, maintain and re-engineer SDL code
- ◆ Use a OO design methodology (e.g. INSYDE)

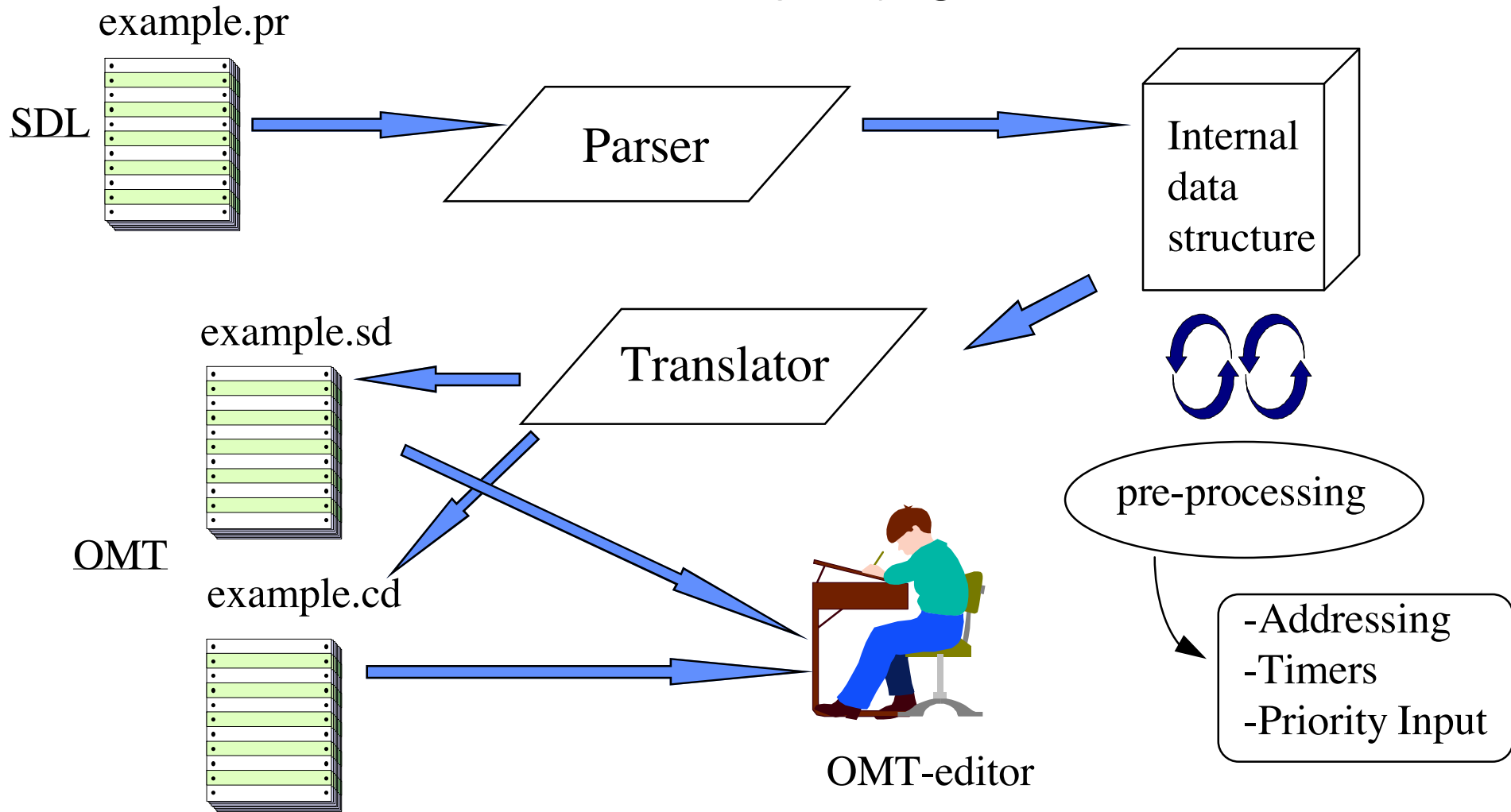
SDL



OMT/UML

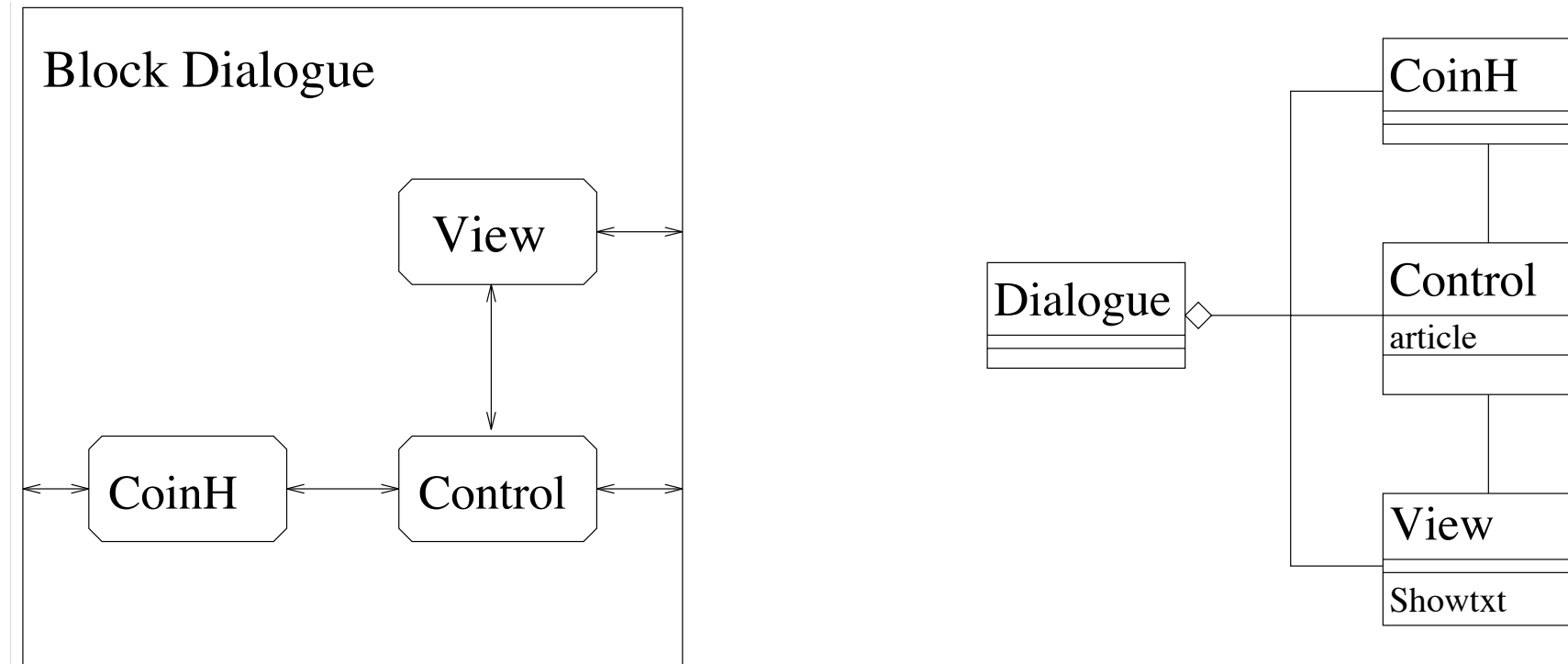


Translation



Translation rule example

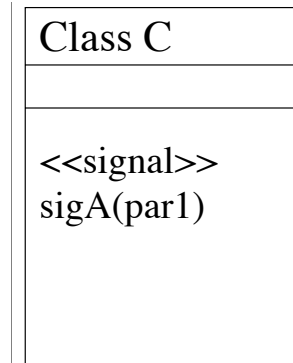
Translation of a block and its processes



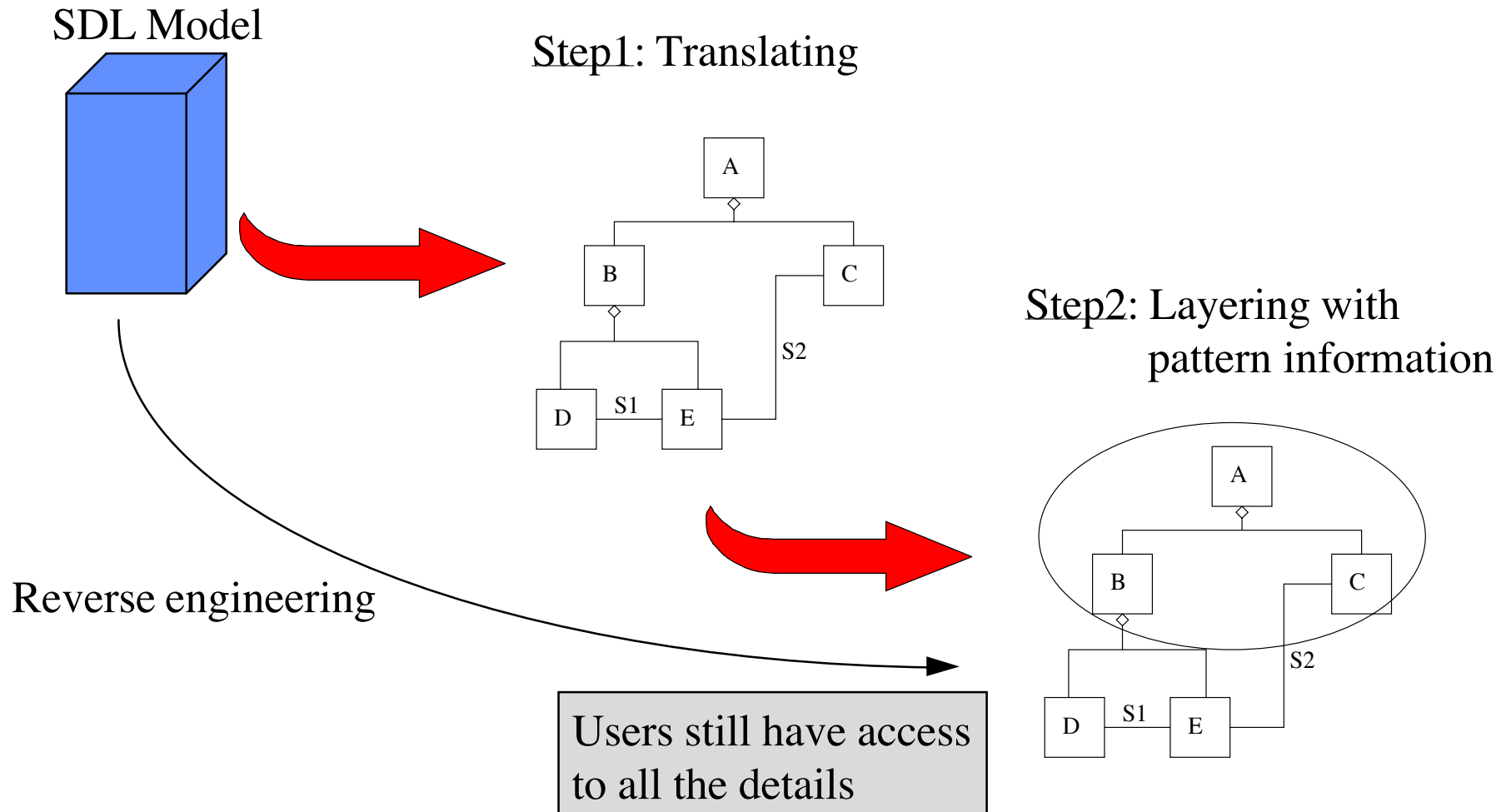
UML

◆ Richer syntax of UML helps to improve the translation rules

- Signals
- Packages
- Collaboration diagrams
- Patterns !
- ...



Reverse Engineering and Patterns

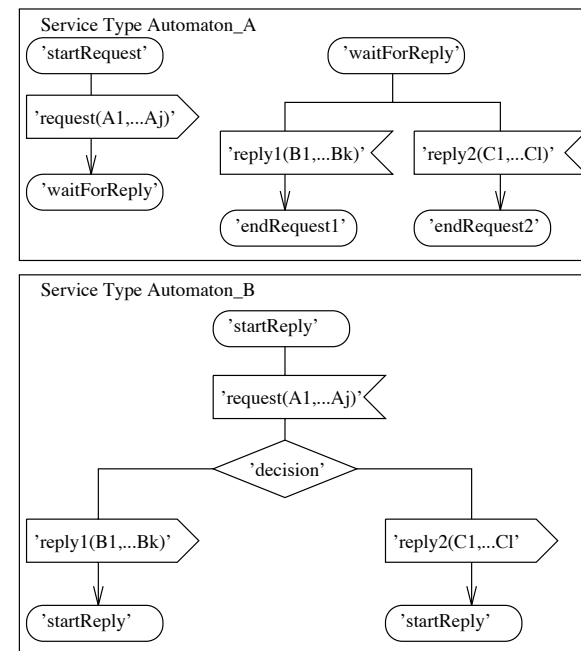


Detection

“A pattern is detectable if its template solution is *distinctive* and *unambiguous*”

Automatic detection
vs.
Interactive detection

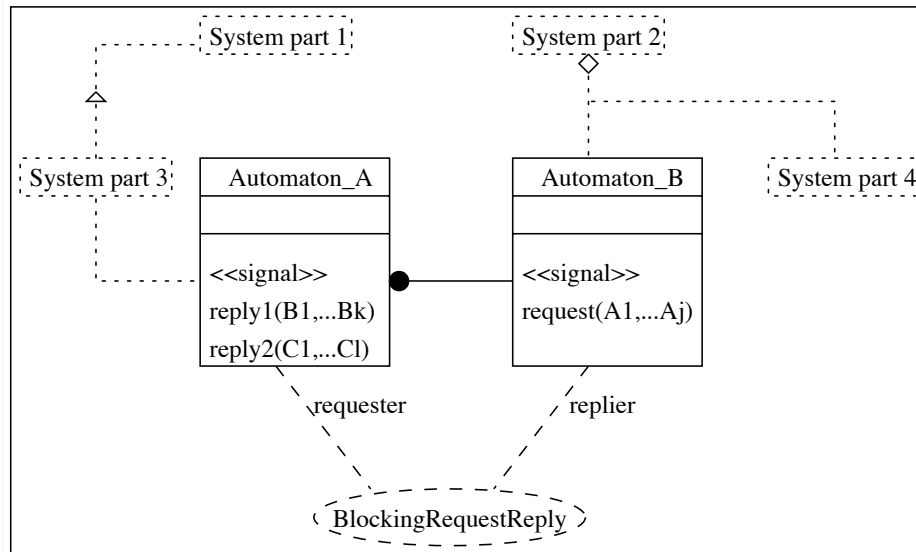
| | |
|-----------------------|---|
| BlockingRequestReply | + |
| TimerControlledRepeat | + |
| DynamicEntitySet | 0 |
| Codex | - |
| DuplicateIgnore | - |
| DuplicateHandle | - |



Template Solution
BlockingRequestReply

Notation

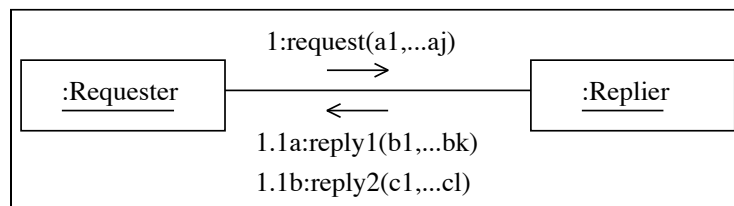
Class diagram



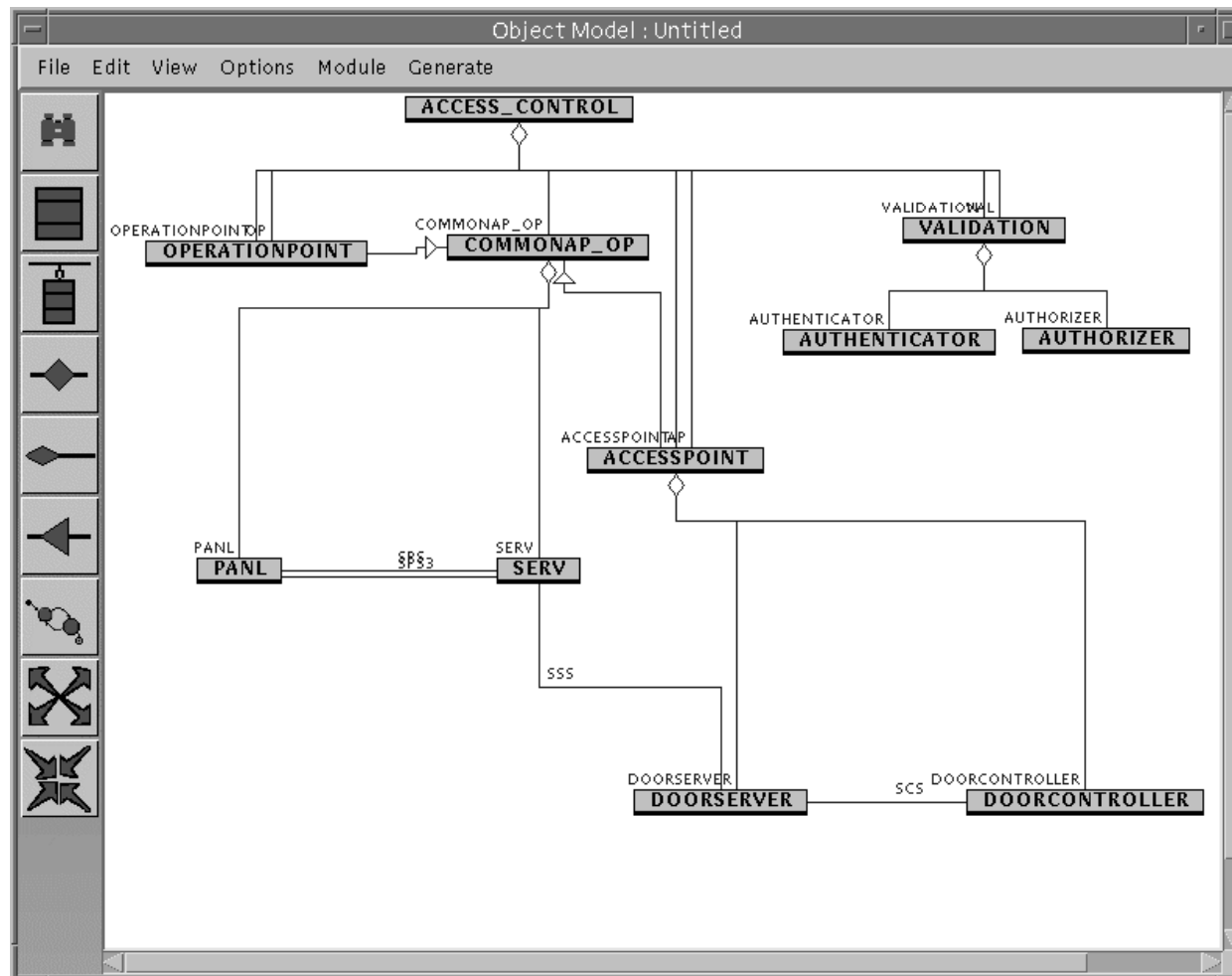
Extensions

- Stereotypes
- Dynamic diagrams

Collaboration diagram



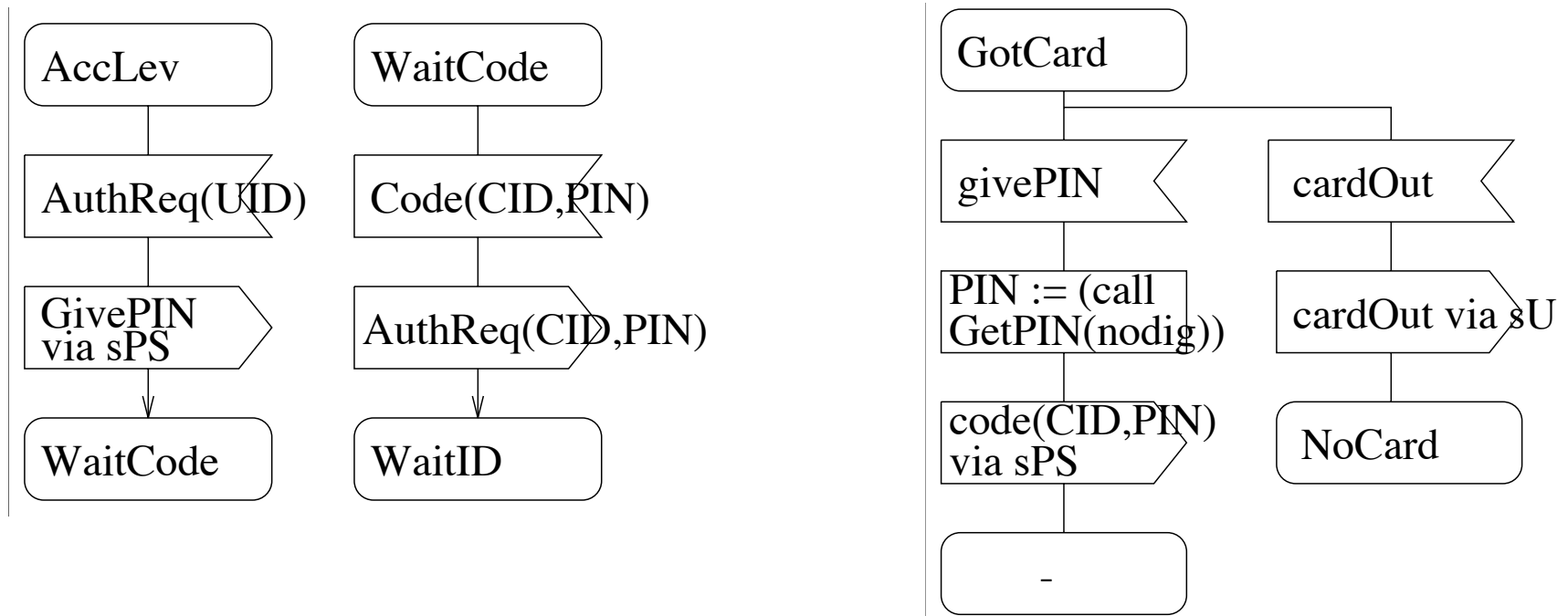
Example (1)



Example (2)

Serv

Panel



Conclusions

- ◆ Translator for SDL to OMT translation exists
- ◆ SDL to UML (under construction)
- ◆ Pattern detection is possible (but not easy)
- ◆ UML pattern notation is useful

Future Work

- ◆ Pattern detection (generic mechanism)
- ◆ Extend UML pattern notation
- ◆ Check scalability