

# Domain Modeling: A Brief Introduction

(Based partly on [Fowler 1997, Analysis Patterns])

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Introduction

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# What Is Domain Modeling?



- Domain modeling is an activity of requirements/systems analysis for constructing a conceptual model, usually called the domain model, of the application/problem domain.
- → A domain model represents real-world entities/concepts and their relations, to help understand the problem and provide guidelines for software development.
- The focus is often on the data part, though the behavioral aspect is inevitably considered in the modeling process.
- Virtues to pursue: simplicity, flexibility, and reusability.

#### **Domain Models in UML**



- A conceptual/domain model may be described using various modeling notations such as UML class diagrams.
- In a UML class diagram, concepts are represented by classes and relations by relationships, mostly associations and generalizations.

Note: you may want to review the lecture "UML: An Overview" to recall the basics of modeling and UML classes and relationships.



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- What about the multiplicities of a relationship?
- Constraints that cannot be easily captured by multiplicities may be stated in a note.

## **Sets and Types**



- A set is a collection of things/objects, each called an element of the set.
- A set may be built from existing sets:
  - Union, intersection, and complement
  - 🌞 Subset and power set
  - Product
- $\bigcirc$  One can think of an element a from a set A as being of type A.
- So, types or data types basically are just sets, and subtypes are subsets. (More about this later.)

## **Tuples and Records**



- A *tuple* is a finite ordered list (sequence) of elements, each called a *component* of the tuple.
- A tuple with k ( $k \ge 0$ ) components is called a k-tuple; a 2-tuple is usually called a *pair*.
- The Cartesian product, or simply product, of A and B, written as  $A \times B$ , is the set of all pairs (x, y) such that  $x \in A$  and  $y \in B$ .
- $\bigcirc$  Cartesian products generalize to k sets,  $A_1$ ,  $A_2$ , ...,  $A_k$ , written as  $A_1 \times A_2 \times ... \times A_k$ .
- igoplus So, every element of  $A_1 imes A_2 imes \ldots imes A_k$  is a k-tuple.
- $\bigcirc$   $A^k$  is a shorthand for  $A \times A \times ... \times A$  (k times).
- A record is essentially a generalization of a tuple, where every component is given a name, called a *field name* or *attribute*.

## **Relations and Predicates**



- A subset R of  $A_1 \times A_2 \times ... \times A_k$  is called a k-ary *relation* on  $A_1, A_2, ..., A_k$ .
- We usually write  $R(a_1, a_2, ..., a_k)$  to denote that  $(a_1, a_2, ..., a_k) \in R$ .
- **③** So, one can view a relation  $R \subseteq A_1 \times A_2 \times ... \times A_k$  as a *predicate*.
- When the  $A_i$ 's are the same set  $A_i$ , it is simply called a k-ary relation on  $A_i$ .
- A 1-ary relation is usually called a *unary relation*, which is also a way of defining subsets from an existing set.
- A 2-ary relation is called a *binary relation*; for a binary relation R, R(x, y) is also written as xRy.
- Binary relations are the most used relations.

## **Functions**



- A function (or mapping) f from D to R, denoted  $f:D\longrightarrow R$ , maps every element in D, called the *domain* of f, to some element in R, called the *range* of f.
- A function sets up an input-output relationship between its domain and range, where the same input always produces the same output.
- ♦ So, a function  $f: D \longrightarrow R$  may be seen as a special kind of binary relation  $f \subseteq D \times R$  that is *functional* (many-to-one), i.e., for every  $d \in D$ , there is exactly an  $r \in R$  s.t.  $(d, r) \in f$ , written usually as f(d) = r.
- $\bigcirc$  A function is said to be k-ary if its domain is a product of k sets.
- **③** A *k*-ary function  $f: D_1 \times D_2 \times ... \times D_k \longrightarrow R$  may also be seen as a special kind of (k+1)-ary relation  $f \subset D_1 \times D_2 \times ... \times D_k \times R$ .
- A partial function may not produce an output for some inputs.

# Subsets, Subtypes, and Subclasses



- How can subtypes/subclasses be simply viewed as subsets?
- Doesn't an object of a subclass has more attributes?

# Subsets, Subtypes, and Subclasses



- How can subtypes/subclasses be simply viewed as subsets?
- Doesn't an object of a subclass has more attributes?
- Relations (mathematical relations) are themselves sets and can be used to represent classes.
- A *k*-ary relation, when seen as a predicate, constrains its *k* components and nothing beyond.
- A k-tuple  $(d_1, d_2, \ldots, d_k)$  in a k-ary relation may be extended as a (k+1)-tuple  $(d_1, d_2, \ldots, d_k, \_)$ , where the (k+1)-th component may contain any value ("don't care"), denoted by  $\_$ .
- The extension may be generalized to include more than one additional components.

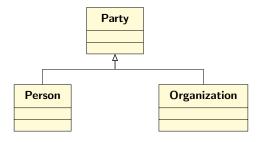
## Why Mathematics?



- 🚱 It is precise.
  - Being abstract/conceptual does not imply being vague/imprecise.
  - Abstraction is about singling out commonalities and removing/hiding unnecessary details.
- 😚 It is common, for all.
- It is expressive.

# The Abstract Concept/Class of "Party"

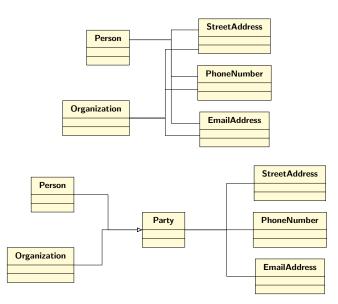




The Party generalization may apply to other entities, e.g., Post.

# The Party Abstraction Simplifies Relations





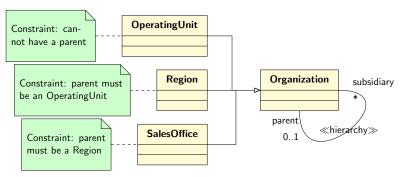
#### **Hierarchies**



#### Explicit levels are inflexible:



## A hierarchical association provides better flexibility:



## **An Association Class**





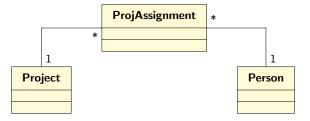
A many-to-many relation (at the operational level) should be avoided. Why?

## An Association Class



Project	assigned	members	Person
	*	*	

A many-to-many relation (at the operational level) should be avoided. Why? It may instead be represented as follows.

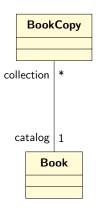


The class ProjAssignment is called an association class, created to represent the original many-to-many association relation between Project and Person.

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# Books vs. Book Copies

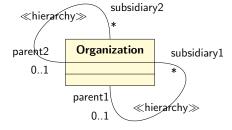




## More about Hierarchies

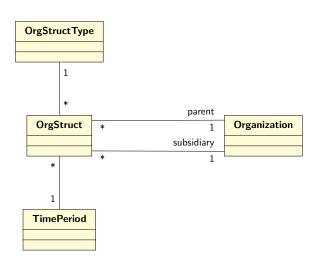


What if several different hierarchies are needed?



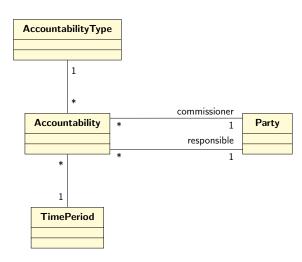
# **Typed Relationship**





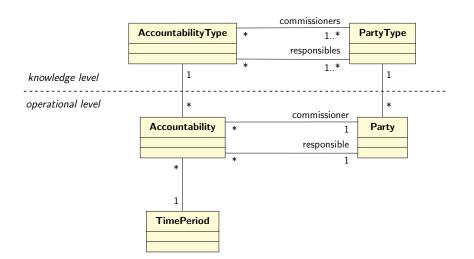
# **Accountability**





## Knowledge vs. Operational Levels





## **Concluding Remarks**



- Domain modeling requires domain knowledge and experience.
- Experience can be passed on and learned by good examples, namely patterns.
- Patterns are not fixed and should be adapted to fit your needs.
- Always strive for simplicity, flexibility, and reusability.