Flavio Oquendo  Brian Warboys  Ron Morrison (Eds.)

Software Architecture


Springer
Preface

The last decade has been one of great progress in the field of software architecture research and practice. Software architecture has emerged as an important subdiscipline of software engineering. A key aspect of the design of any software system is its architecture, i.e. the fundamental organization of a system embodied in its components, their relationships to each other, and to the environment, and the principles guiding its design and evolution (as defined in the Recommended Practice for Architectural Description of Software-Intensive Systems – IEEE Std 1471-2000).

The First European Workshop on Software Architecture (EWSA 2004) provided an international forum for researchers and practitioners from academia and industry to discuss a wide range of topics in the area of software architecture, and to jointly formulate an agenda for future research in this field.

EWSA 2004 distinguished among three types of papers: research papers (which describe authors’ novel research work), experience papers (which describe real-world experiences related to software architectures), and position papers (which present concise arguments about a topic of software architecture research or practice).

The Program Committee selected 19 papers (9 research papers, 4 experience papers, and 6 position papers) out of 48 submissions from 16 countries (Australia, Brazil, Canada, Chile, Finland, France, Germany, Italy, Japan, Korea, The Netherlands, Spain, Switzerland, Turkey, UK, USA). All submissions were reviewed by three members of the Program Committee. Papers were selected based on originality, quality, soundness and relevance to the workshop. In addition, the workshop included five invited papers presenting European Union projects related to software architecture: ARCHWARE, CONIPF, FABRIC, MODA-TEL, and OMEGA. Credit for the quality of the proceedings goes to all authors of papers.

We would like to thank the members of the Program Committee (Ilham Alloui, Dharini Balasubramaniam, Jan Bosch, Harald Gall, David Garlan, Mark Greenwood, Valérie Issarny, Volker Gruhn, Philippe Kruchten, Nicole Levy, Radu Mateescu, Carlo Montangero, and Dewayne Perry) for providing timely and significant reviews, and for their substantial effort in making EWSA 2004 a successful workshop.

The EWSA 2004 submission and review process was extensively supported by the Paperdyne Conference Management System. We are indebted to Volker Gruhn and his team, in particular Dirk Peters and Clemens Schäfer, for their excellent support.

The workshop was held in conjunction with the 26th International Conference on Software Engineering (ICSE 2004). We would like to acknowledge Michael Goedicke and the other members of the ICSE Organizing Committee for their assistance, during the organization of EWSA 2004, in creating this co-located event.

We would also like to acknowledge the prompt and professional support from Springer-Verlag, who published these proceedings in printed and electronic form as part of the Lecture Notes in Computer Science series.

May 2004

Flavio Oquendo
Brian Warboys
Ron Morrison
Program Committee

Program Chairs

- Flavio Oquendo  
  University of Savoie – LISTIC, Annecy, France  
  flavio.oquendo@univ-savoie.fr
- Brian Warboys  
  University of Manchester, UK  
  bwarboys@cs.man.ac.uk

Committee Members

- Ilham Alloui  
  University of Savoie – LISTIC, Annecy, France  
  ilham.alloui@univ-savoie.fr
- Dharini Balasubramaniam  
  University of St Andrews, UK  
  dharini@dcs.st-and.ac.uk
- Jan Bosch  
  University of Groningen, The Netherlands  
  jan.bosch@cs.rug.nl
- Harald Gall  
  Technical University of Vienna, Austria  
  gall@infosys.tuwien.ac.at
- David Garlan  
  Carnegie Mellon University, USA  
  garlan@cs.cmu.edu
- Mark Greenwood  
  University of Manchester, UK  
  markg@cs.man.ac.uk
- Valérie Issarny  
  INRIA Rocquencourt, France  
  valerie.issarny@inria.fr
- Volker Gruhn  
  University of Leipzig, Germany  
  volker.gruhn@informatik.uni-leipzig.de
- Philippe Kruchten  
  University of British Columbia, Vancouver, Canada  
  kruchten@ieee.org
- Nicole Levy  
  University of Versailles – PRiSM, France  
  nicole.levy@prism.uvsq.fr
- Radu Mateescu  
  INRIA Rhône-Alpes, Grenoble, France  
  radu.mateescu@inria.fr
• Carlo Montangero
  University of Pisa, Italy
  carlo.montangero@di.unipi.it

• Dewayne Perry
  University of Texas at Austin, USA
  perry@ece.utexas.edu

Organizing Committee

• Ron Morrison (Chair)
  University of St Andrews, UK
  ron@dcs.st-andrews.ac.uk

• Ferdinando Gallo
  Consorzio Pisa Ricerche, Italy
  n.gallo@cpr.it

• Hilary Hanahoe
  Consorzio Pisa Ricerche, Italy
  h.hanahoe@trust-itservices.com

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# Table of Contents

## Research Papers

<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sotograph - A Pragmatic Approach to Source Code Architecture Conformance Checking</td>
<td>1</td>
</tr>
<tr>
<td>Walter Bischofberger, Jan Kühl, and Silvio Löffler</td>
<td></td>
</tr>
<tr>
<td>Formal Analysis of Architectural Patterns</td>
<td>10</td>
</tr>
<tr>
<td>Mauro Caporuscio, Paola Inverardi, and Patrizio Pelliccione</td>
<td></td>
</tr>
<tr>
<td>Architectural Modelling in Product Family Context</td>
<td>25</td>
</tr>
<tr>
<td>Rodrigo Cerón, José L. Arciniegas, José L. Ruiz, Juan C. Dueñas, Jesús Bermejo, and Rafael Capilla</td>
<td></td>
</tr>
<tr>
<td>Reflection-Based, Aspect-Oriented Software Architecture</td>
<td>43</td>
</tr>
<tr>
<td>Carlos E. Cuesta, M. Pilar Romay, Pablo de la Fuente, and Manuel Barrio-Solórzano</td>
<td></td>
</tr>
<tr>
<td>Software Architecture Evolution through Dynamic AOP</td>
<td>57</td>
</tr>
<tr>
<td>Paolo Falcarin and Gustavo Alonso</td>
<td></td>
</tr>
<tr>
<td>On the Role of Architectural Style in Model Driven Development</td>
<td>74</td>
</tr>
<tr>
<td>Tommi Mikkonen, Risto Pitkänen, and Mika Pussinen</td>
<td></td>
</tr>
<tr>
<td>UML 1.4 versus UML 2.0 as Languages to Describe Software Architectures</td>
<td>88</td>
</tr>
<tr>
<td>Jorge Enrique Pérez-Martínez and Almudena Sierra-Alonso</td>
<td></td>
</tr>
<tr>
<td>From Acme to CORBA: Bridging the Gap</td>
<td>103</td>
</tr>
<tr>
<td>Márcia J.N. Rodrigues, Leonardo Lucena, and Thaís Batista</td>
<td></td>
</tr>
<tr>
<td>Constraints of Behavioural Inheritance</td>
<td>115</td>
</tr>
<tr>
<td>Ella E. Roubtsova and Serguei A. Roubtsov</td>
<td></td>
</tr>
</tbody>
</table>

## Experience Papers

<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Software Architectures for Designing Virtual Reality Applications</td>
<td>135</td>
</tr>
<tr>
<td>Rafael Capilla and Margarita Martínez</td>
<td></td>
</tr>
<tr>
<td>Generation and Enactment of Controllers for Business Architectures</td>
<td>148</td>
</tr>
<tr>
<td>Using MDA</td>
<td></td>
</tr>
<tr>
<td>Günter Graw and Peter Herrmann</td>
<td></td>
</tr>
<tr>
<td>Formalization of an HCI Style for Accelerator Restart Monitoring</td>
<td>167</td>
</tr>
<tr>
<td>Olivier Ratcliffe, Sorana Cîmpan, Flavio Oquendo, and Luigi Scibile</td>
<td></td>
</tr>
</tbody>
</table>
Experiences Using Viewpoints for Information Systems Architecture:
An Industrial Experience Report ................................. 182
   Eóin Woods

Position Papers

Software Architecture: The Next Step .............................. 194
   Jan Bosch

Using Architectural Models at Runtime: Research Challenges ........ 200
   David Garlan and Bradley Schmerl

Maintainability through Architecture Development .................. 206
   Bas Graaf

An Architecture Description Language for Mobile Distributed Systems ... 212
   Volker Gruhn and Clemens Schäfer

Model Checking for Software Architectures .......................... 219
   Radu Mateescu

Distilling Scenarios from Patterns for Software Architecture Evaluation –
A Position Paper .......................................................... 225
   Liming Zhu, Muhammad Ali Babar, and Ross Jeffery

Invited Papers:
European Projects in Software Architecture

Towards an MDA-Based Development Methodology .................. 230
   Anastasius Gavras, Mariano Belaunde, Luís Ferreira Pires,
   and João Paulo A. Almeida

Correct Development of Embedded Systems .......................... 241
   Susanne Graf and Jozef Hooman

Expressing Domain Variability for Configuration ...................... 250
   John MacGregor

ARCHWARE: Architecting Evolvable Software ........................ 257
   Flavio Oquendo, Brian Warboys, Ron Morrison, Régis Dindeleux,
   Ferdinando Gallo, Hubert Garavel, and Carmen Occhipinti

The FABRIC Project ..................................................... 272
   Peter van der Stok, Jan Jelle Boomgaardt, Helmut Burklin,
   Gabriele Cecchetti, Jean-Dominique Decotignie, Hermann de Meer,
   Gerhard Fohler, Johan Lukkien, and Gerardo Rubino

Author Index ............................................................. 279