

## Preface

The past year has been an eventful one for those interested in software modeling. The first major revision of the Unified Modeling Language, UML2.0, is in the process of adoption by the Object Management Group (OMG), and it makes many long-desired additions and improvements to UML. At the same time, it expands what was already a large language. A challenge for both practitioners and researchers is to help smooth the adoption of this new language. Increasingly, attention is being paid to the use of specialized languages, often profiles of UML, appropriate for different purposes; this is one way to make UML less overwhelming. Accordingly, the focus of the UML conference is gradually expanding from UML to software modeling in general.

Simultaneously, model-driven development is being pursued as a way of increasing the benefits from modeling throughout the software development process. Gradually, it is developing from a set of slogans into a reality. Many of the papers in this volume are concerned, directly or indirectly, with how to make modeling, rather than coding, the heart of software development, and how to realize the resulting benefits of higher-level thinking. Much work remains to be done.

The UML series of conferences is the leading forum for researchers and practitioners to work together to present, discuss and develop innovative ideas about UML and related technologies. This conference, the sixth in the series, presented an ideal opportunity to advance the vision of the future of UML and of model-driven development, and to continue to enrich our understanding of how to implement, apply and develop UML, leading to innovations both in research and in industrial practice.

In total 168 abstracts and 143 papers were submitted to this year's conference, of which 25 research papers, 4 short tool papers and 1 short experience paper were selected by the program committee for presentation. Two panels were also presented, one on UML2.0 and one taking a broader perspective on modeling languages. As in previous years, this year's conference included a two-day tutorial and workshop session, in which 5 tutorials and a record 9 workshops were scheduled. The primary purpose of these sessions was to provide a more informal forum for discussing state-of-the-art research in modeling languages, especially UML. A short description of the workshops and tutorials is in these proceedings, and further details can be found at the conference website: <http://www.umlconference.org/>.

We would like to express our deepest appreciation to the authors of submitted papers, tutorials, and workshops, and to the program committee members and reviewers who did an outstanding job in selecting the very best papers for presentation. We would also like to thank Ana Moreira who chaired the workshop selection process, João Araújo who chaired the tutorial selection process, and our two panel chairs, Bran Selic and Steve Mellor. We are grateful to Peter

Coad, Nicolas Rouquette and Martin Fowler for agreeing to present invited talks at the conference.

We thank Jennifer Tenzer for help with running the electronic submission and conference management system, and the Laboratory for Foundations of Computer Science at the University of Edinburgh for financially supporting this help. We used CyberChair (<http://www.cyberchair.org>); we thank Julian Bradfield for advice on adapting it for our particular needs. We thank Sherif Yacoub for acting as Local Arrangements Chair, Jean-Michel Bruel and Geri Georg for their work as Publicity Chairs, Gilda Pour for hers as Tool Exhibition Chair, and Kathy Krell, the Registration Chair. We would also like to thank the UML Steering Committee for their advice. In particular, its chair Stuart Kent, Jean-Marc Jézéquel, who was the Program Committee Chair for UML 2002, and Heinrich Hussmann, UML 2002 Conference Chair, gave invaluable advice on various aspects of the running of the conference.

July 2003

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