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M	A UML model
G_M	A model dependency graph of a UML model M
CL	A class in a UML model
I	An interaction in a UML model
SM	A state machine in a UML model
AT	An attribute node
PR	A parameter node
RT	A return node
IT	An interaction node
SC	A slicing criterion
S_i	All scenarios in an interaction I_i
$S_i(\overleftarrow{m})$	Messages before m^{th} message transfer in an interaction I_i
$S_i(\overrightarrow{m})$	Messages after m^{th} message transfer in an interaction I_i
$I_i(k)$	k^{th} message in an interaction I_i
S_{ij}	j^{th} scenario in an interaction I_i
ME_I	Model elements in an interaction
ME_{SS}	Model elements in a static slice
ME_{DS}	Model elements in a dynamic slice
D_M	Model data
S_m	An object's present state
S_n	An object's next state

List of Abbreviations

ADL	Architecture Description Language
PDG	Program Dependency Graph
MDG	Model Dependency Graph
CA	Class Access
PC	Predicate Class
OA	Operation Access
SAMS	Static Architectural Model Slice
SSUAM	Static Slicing of UML Architectural Models
DAMS	Dynamic Architectural Model Slice
DSUAM	Dynamic Slicing of UML Architectural Models
SDSUM	State-based Dynamic Slicing of UML Models
UML	Unified Modelling Language