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# List of Symbols

$M$	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 $m^{\text{th}}$ message transfer in an interaction $I_i$
$S_i(\overrightarrow{m})$	Messages after $m^{\text{th}}$ message transfer in an interaction $I_i$
$I_i(k)$	$k^{\text{th}}$ message in an interaction $I_i$
$S_{ij}$	$j^{\text{th}}$ 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

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# 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