

UnitDefinition

```
id : SId  
name : string { use="optional" }  
unit : Unit[1..*]
```

Unit

```
kind : UnitKind  
exponent : integer {use="optional" default="1"}  
scale : integer {use="optional" default="0"}  
multiplier : double {use=optional default="1"}  
offset : double {use=optional default="0"}
```