Bridging the Chasm between Executable Metamodeling and Models of Computation

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Outline

① Context: DSLs and their semantics

② Illustrating DSL example: fUML

③ Our "bridging" approach, illustrated on fUML

- Overview of the approach
- Executable metamodeling and Domain Specific Actions (DSAs)
- Models of Computation (MoCs)
- Bridge

④ Demo

⑤ Discussion and conclusion

Context: DSLs

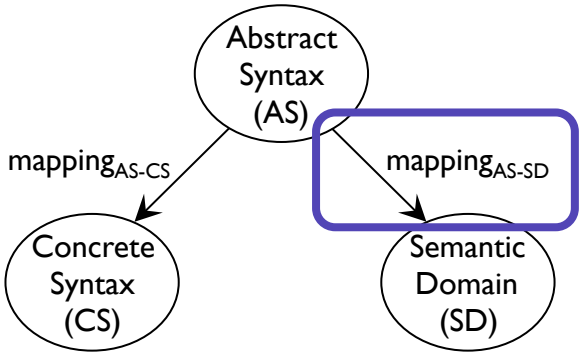
- Domain Specific Language (DSL) = language with a limited and dedicated set of concepts, designed for domain experts to express concerns about a system

- DSLs are successful
  - *[Karna et al.]* limited expressiveness + dedicated tools =
    - ➡ productivity increase when building software-intensive systems
    - ➡ reduction in the number of errors
  - *[Hutchinson et al.]* DSLs make the industrial adoption of model-driven engineering easier

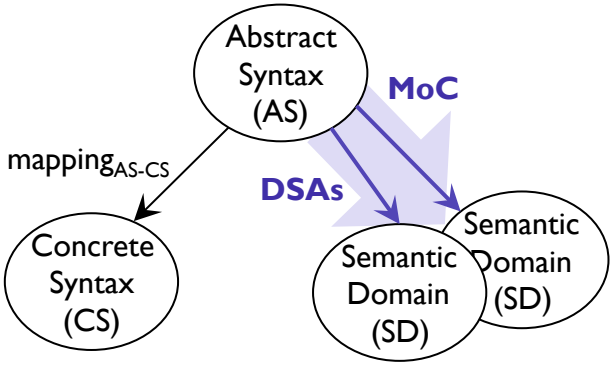
- The (formal) definition of the semantics of DSLs is necessary to benefit from tool generation, formal analysis, model execution, etc. but is a major difficulty *[Bryant et al.]*

How to define a DSL?

- *[Harel et al.]* DSL = abstract syntax
  + concrete syntax
  + semantic domain



- Our contribution = decomposition of the mapping$_{AS-SD}$ in two parts
  - Domain-Specific Actions (DSAs): semantics of domain specific concepts
  - Model of Computation (MoC): communication, concurrency and time semantics (≈ scheduling of DSAs)



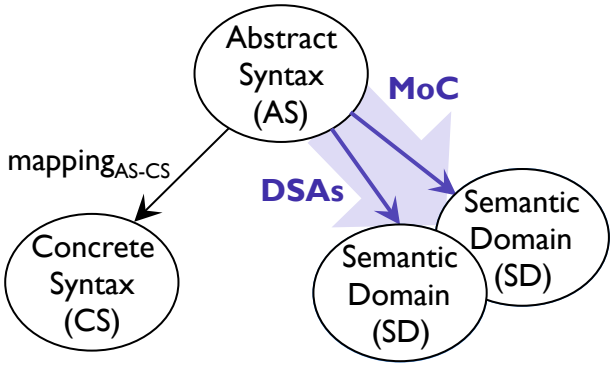
- Benefit = ➡ reuse of the MoC in different DSLs
  ➡ variations of a given DSL by varying the MoC

The "bridging" approach

- The "bridging" approach = decomposition of the mapping between abstract syntax and semantic domain in two parts
  - Domain-Specific Actions (DSAs): semantics of domain specific concepts
  - Model of Computation (MoC): communication, concurrency and time semantics (≈ scheduling of DSAs)

Weave executable semantics on metamodel elements (executable metamodeling) ➡ Kermeta

Define, reuse and compose the executable semantics of MoCs ➡ ModHel'X

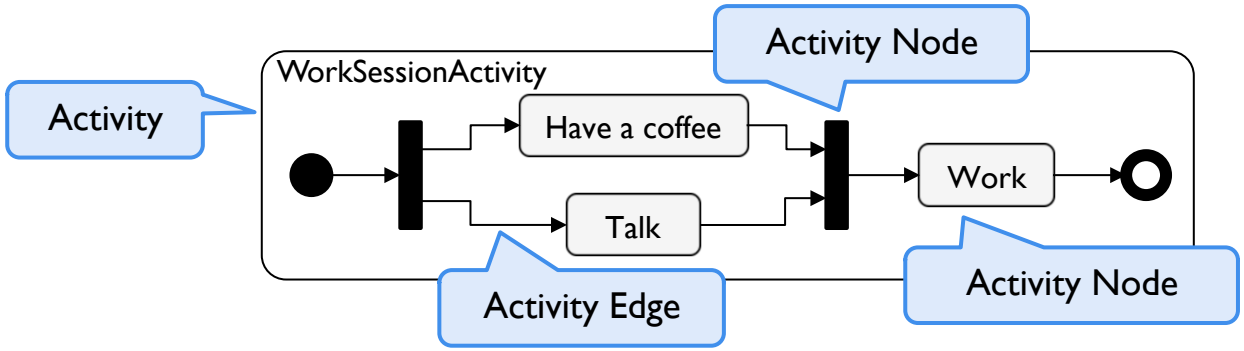


DSL example: fUML

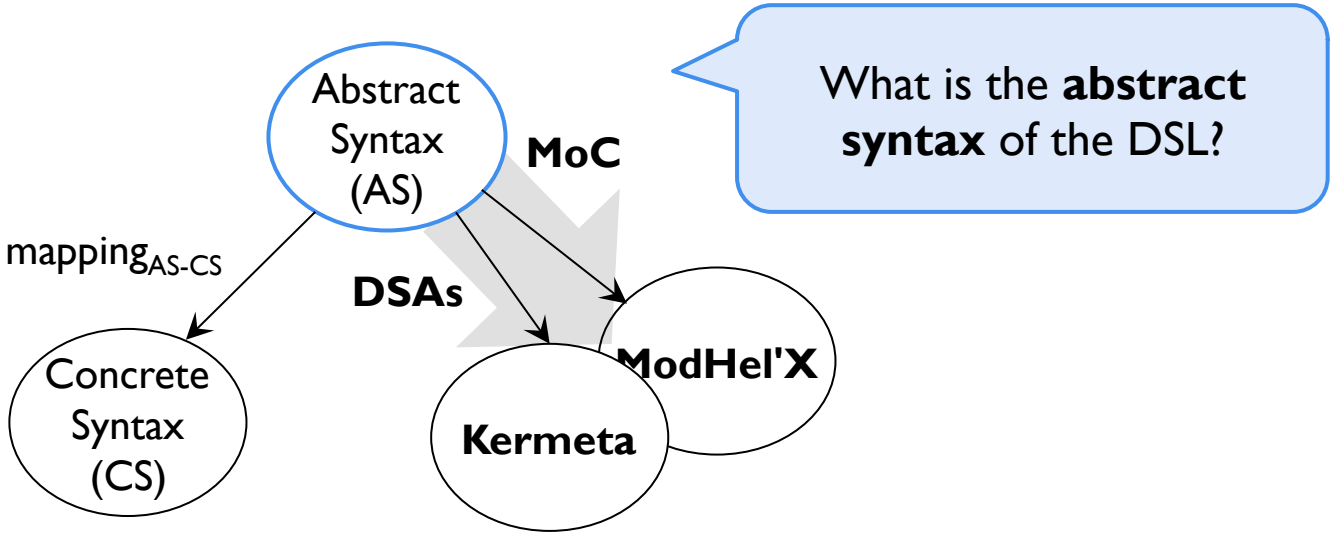
- Foundational UML (fUML) =
  semantics for an executable subset of UML

- fUML = DSL composed of:
  - A subset of the abstract syntax of UML, focused on Activity Diagrams
  - An execution model based on a system of tokens and offers

- Example fUML model:

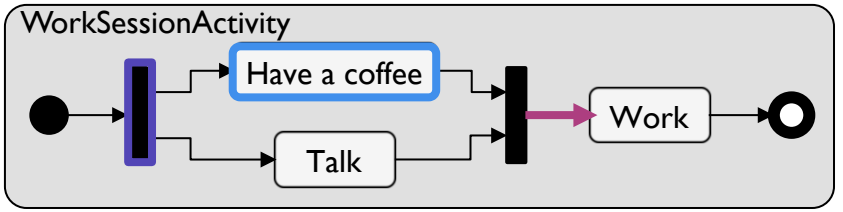


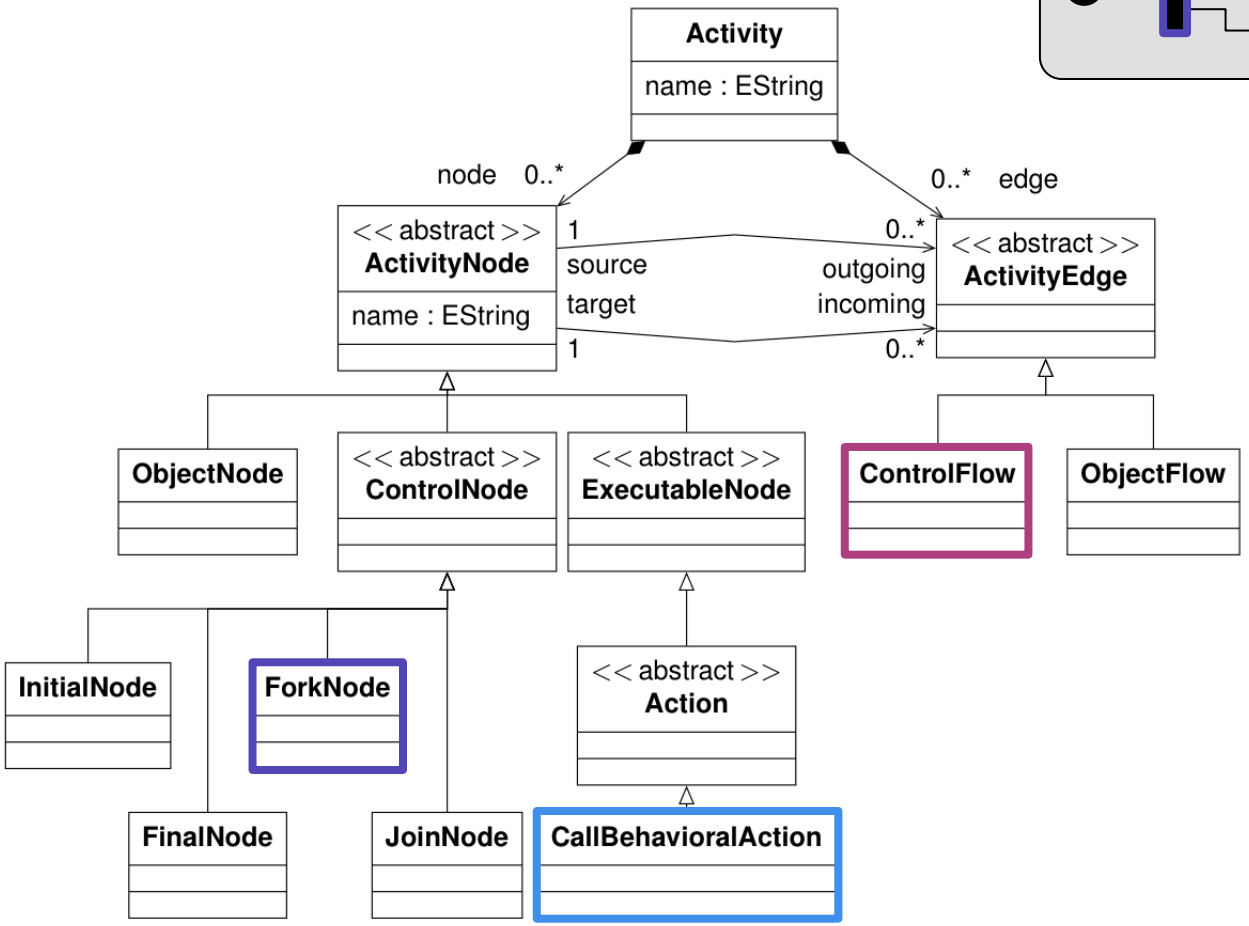
Steps of the "bridging" approach



1. Define the metamodel of the DSL with Ecore
   (+ add static semantics with OCL)

The simplified-fUML metamodel





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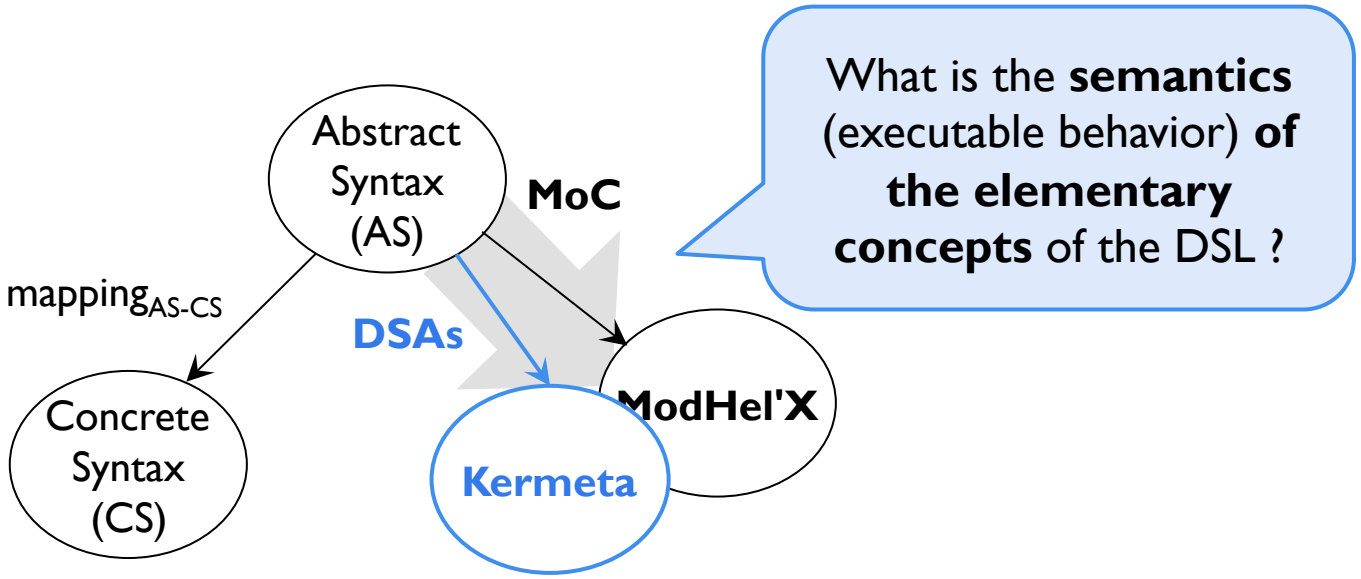

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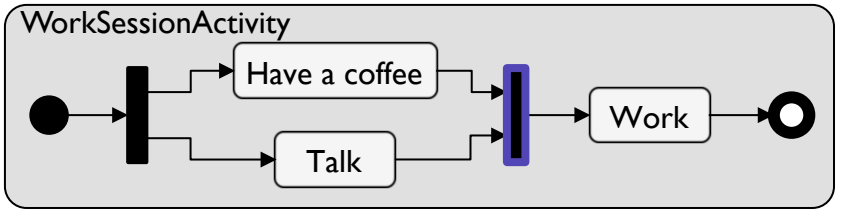
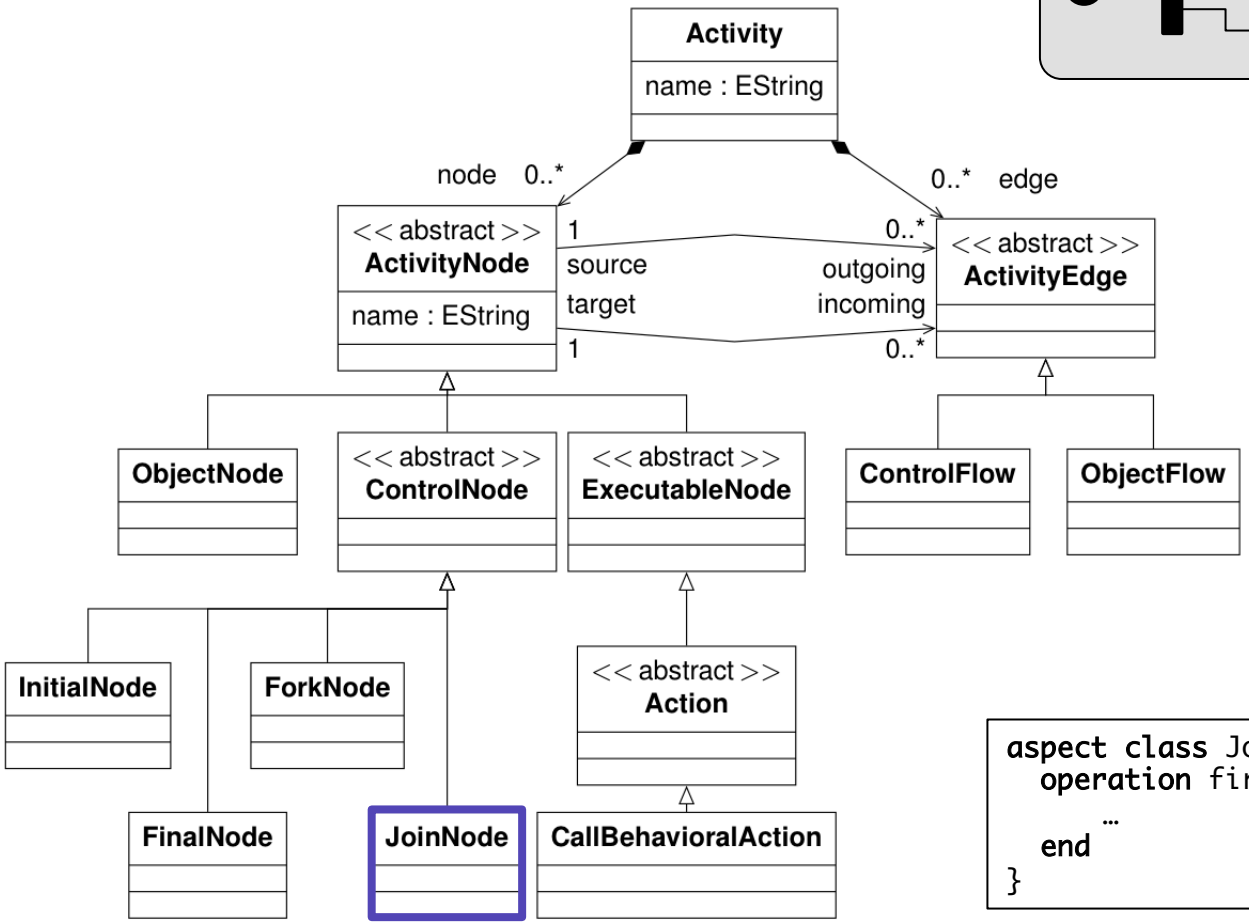
Domain Specific Actions (DSAs)

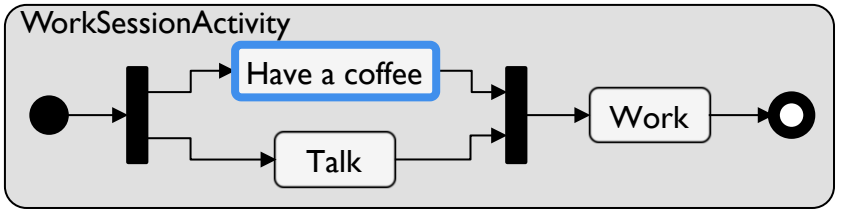


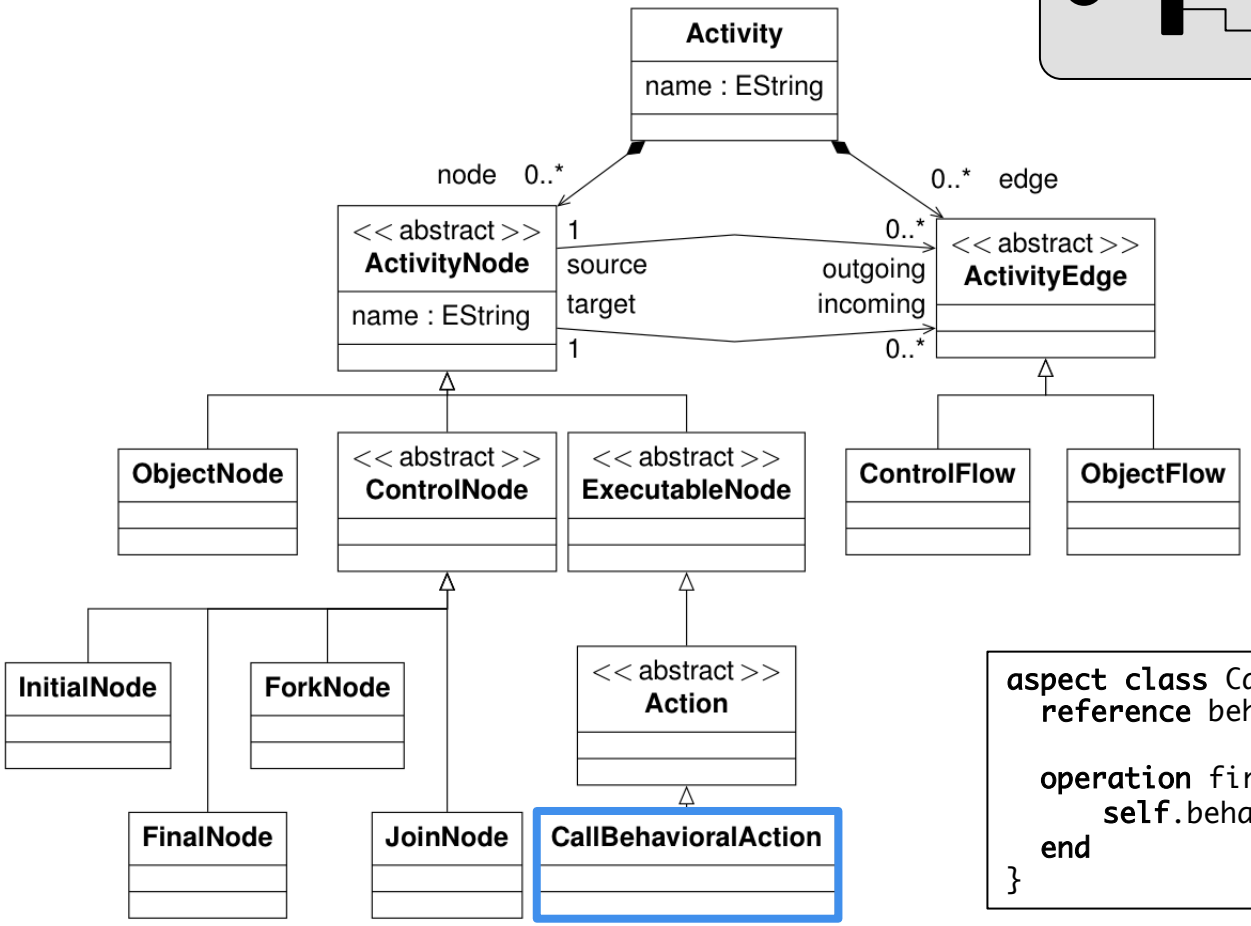


"A JoinNode waits for a token to be offered on all incoming flows and then offers tokens on its outgoing flow."

```
aspect class JoinNode {
  operation fire() is do
    …
  end
}
```

Domain Specific Actions (DSAs)



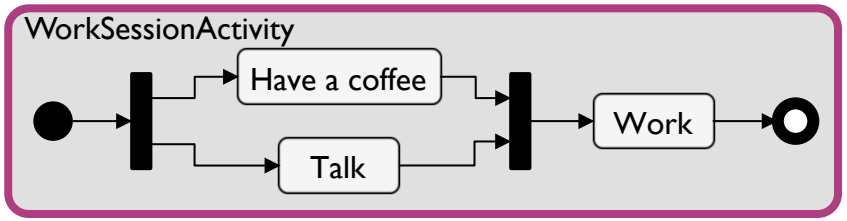


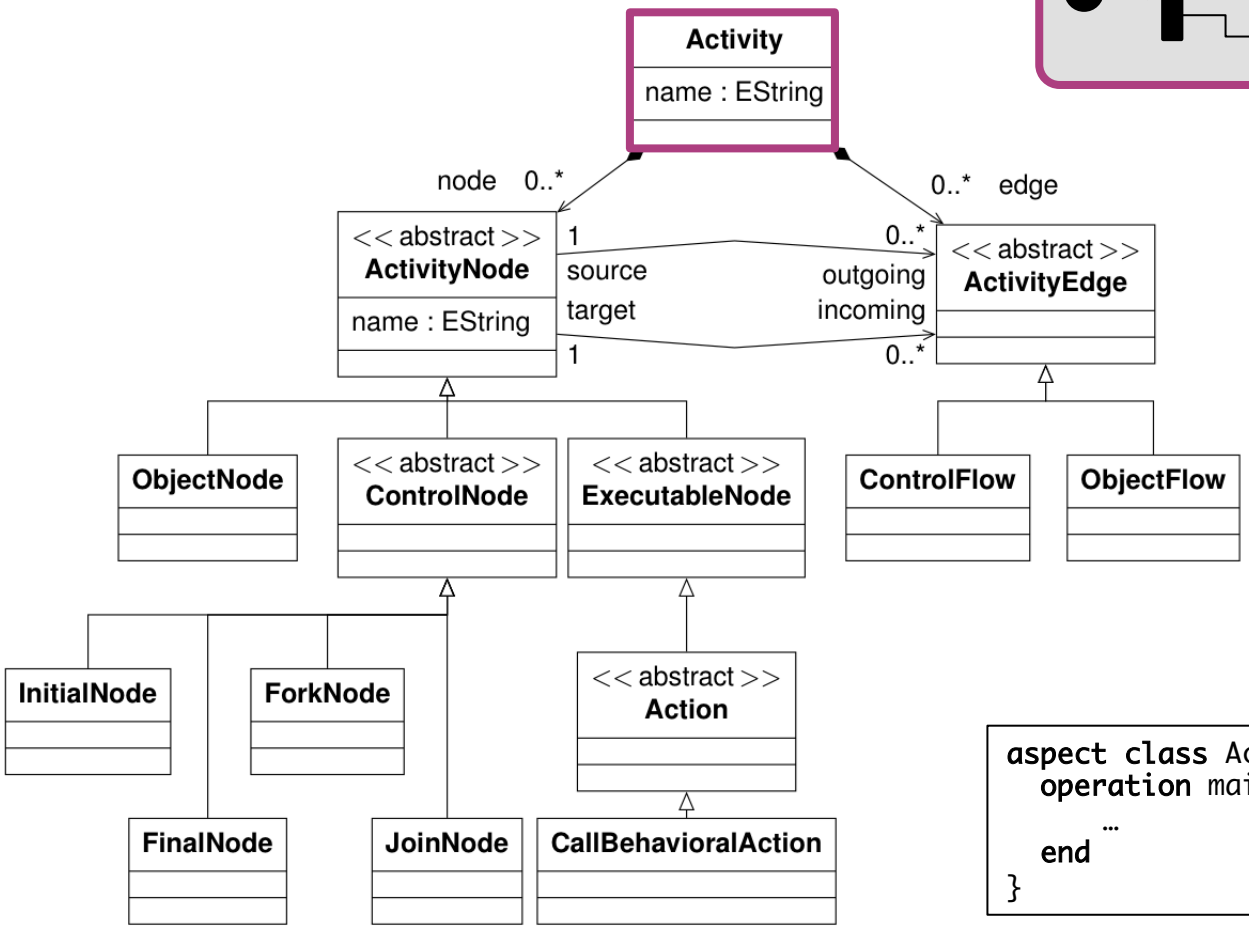
"A CallBehavioralAction calls its associated behavior."

```
aspect class CallBehavioralAction {
  reference behavior : BehavioralAction

  operation fire() is do
      self.behavior.call()
  end
}
```

Who orchestrates the execution?



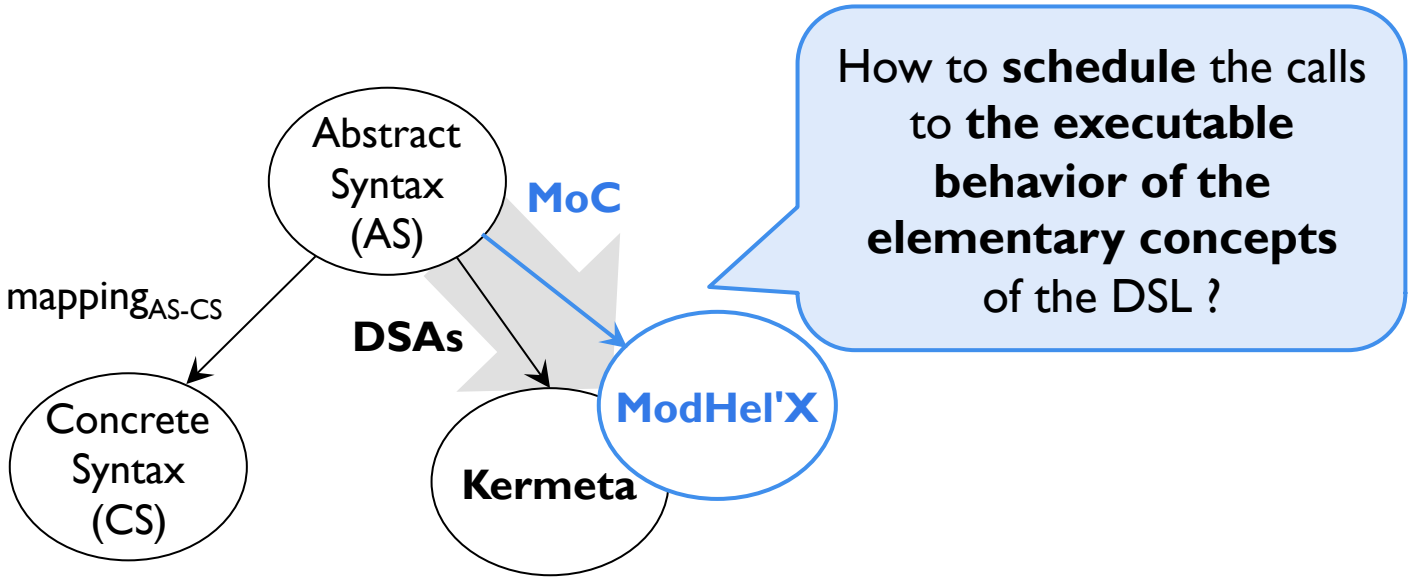


"Executing an Activity means **coordinating the execution of its subordinate actions using the control and data flow**."

```
aspect class Activity {
  operation main() is do
    …
  end
}
```

"Call fire on the elements of the model in the right order, transfer the tokens…"

Steps of the "bridging" approach



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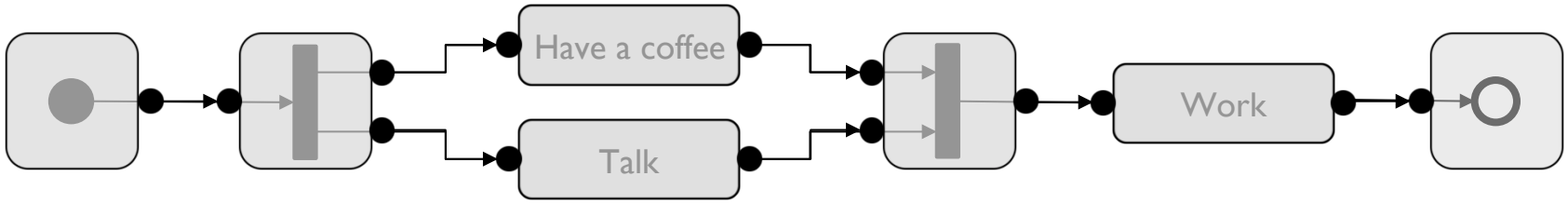
Notion of Model of Computation

- A (graphical) model can often be abstracted as a block-diagram



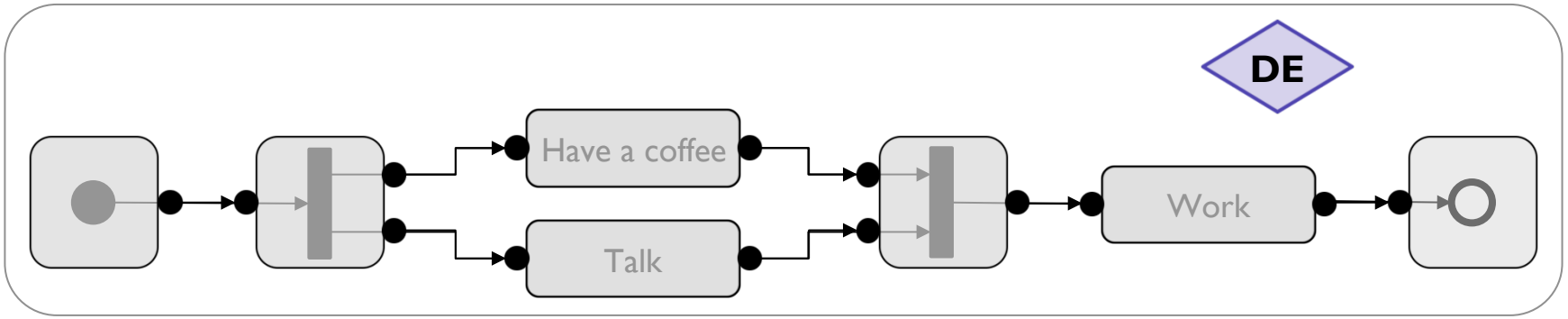
- Executing a block-diagram = executing its blocks…

…But in which order? It depends on:

  - The communication model (*how do these blocks communicate?*)
  - The concurrency model (*do these blocks execute in parallel?*)
  - The time model (*is there a notion of date or duration somewhere in this model?*)

➡ Rules given by the
Model of Computation (MoC)

A MoC for fUML



- Communication, concurrency, time?
  - ActivityNodes exchange tokens (control and objects)
  - ExecutableNodes may run concurrently
  - The execution of ExecutableNodes may take time

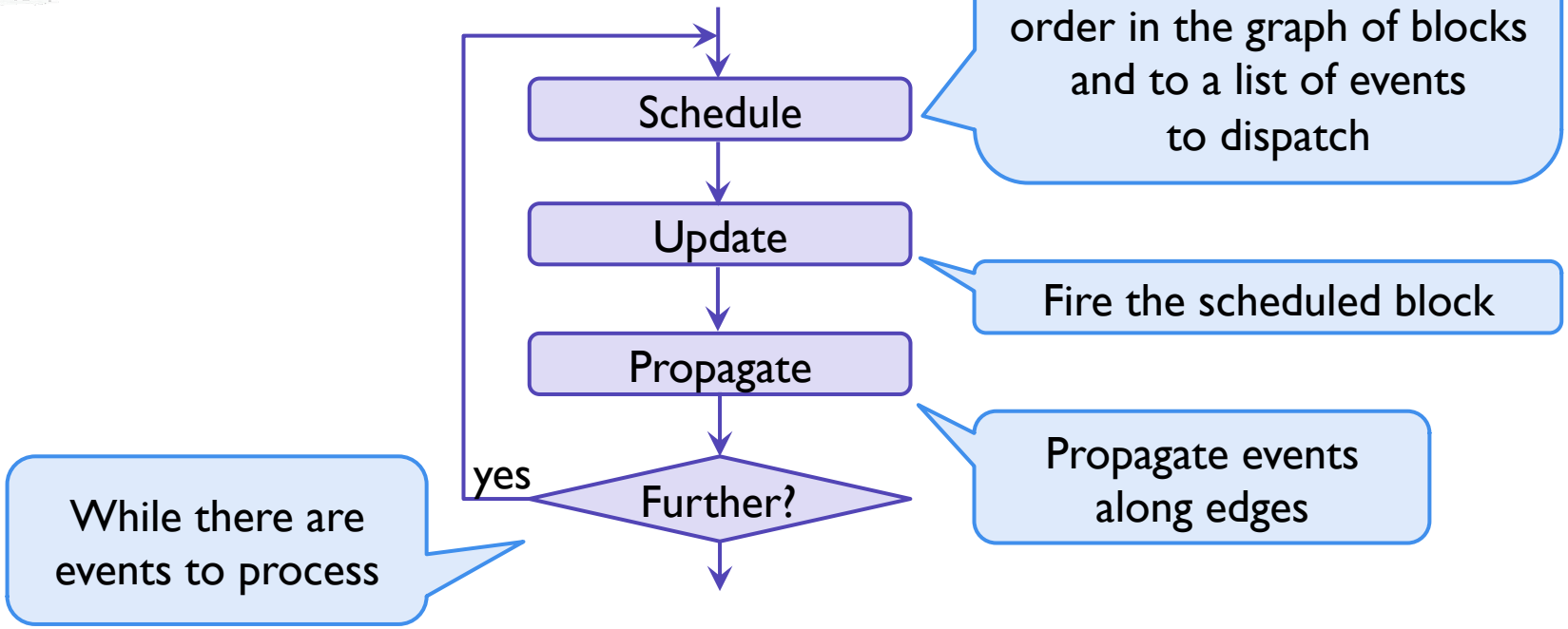
➡ Discrete Events (DE)

Description of a MoC

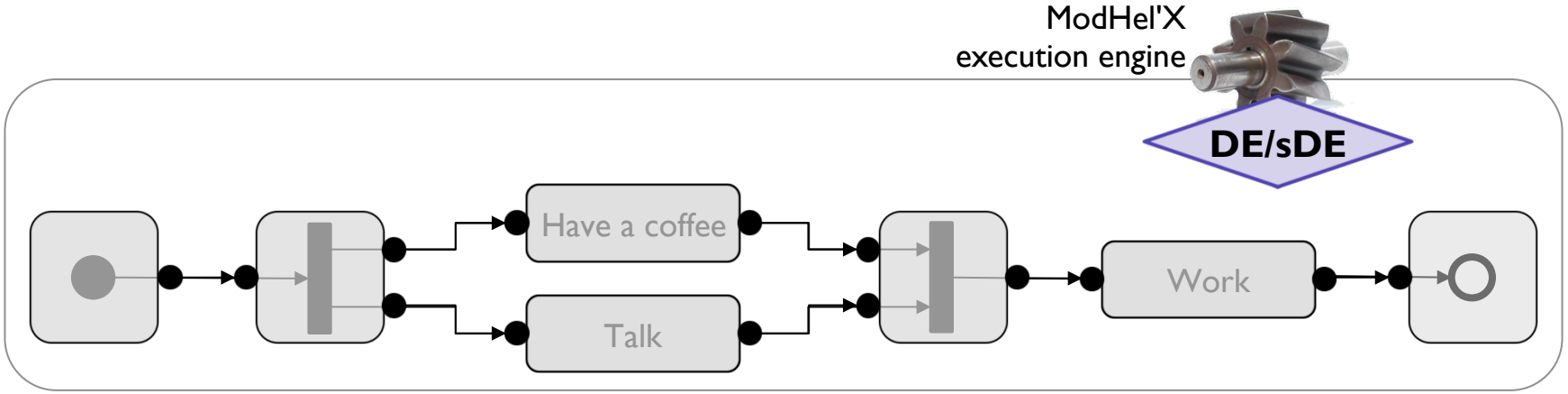
- MoC = abstract semantics + MoC specific semantics

API for a **generic execution engine** and for **heterogeneous model composition**

The DE specific semantics:



Semantic variation points of fUML



- Communication, concurrency, time?
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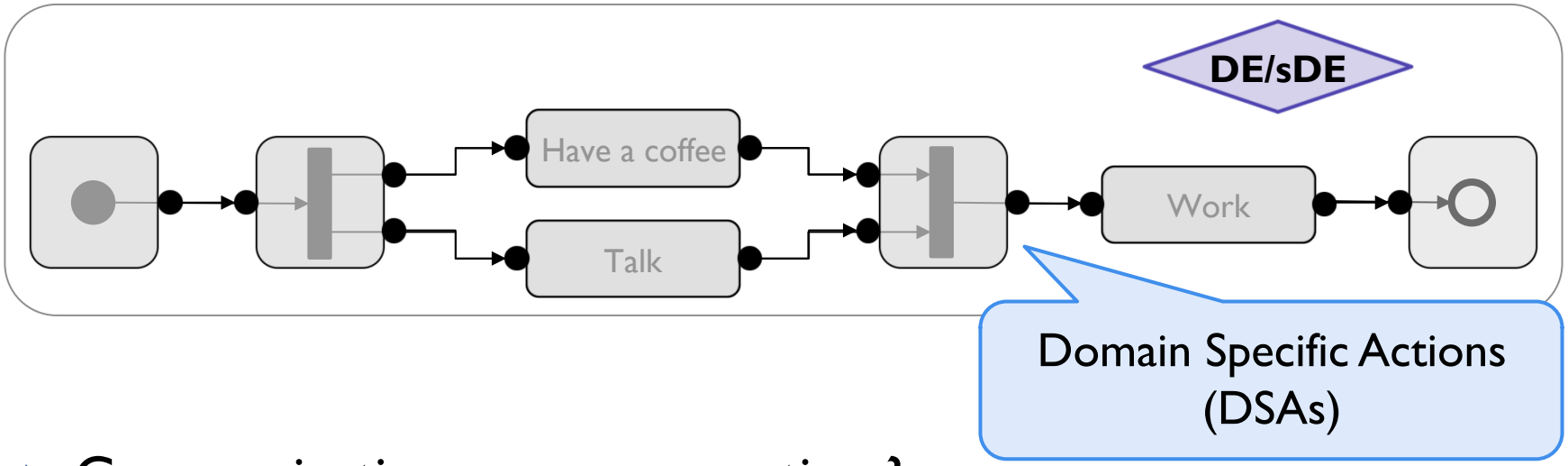
Unspecified
in the fUML spec.

➡ Discrete Events (DE)

➡ Sequential Discrete Events (sDE)

Behavior of blocks?



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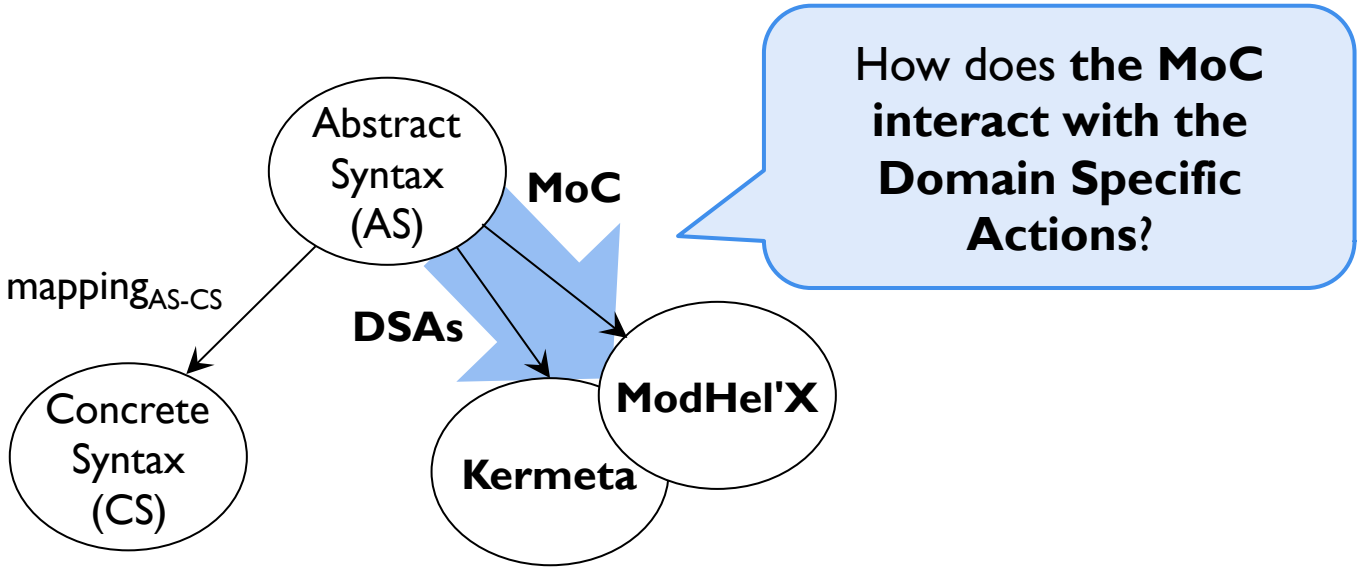
Steps of the "bridging" approach



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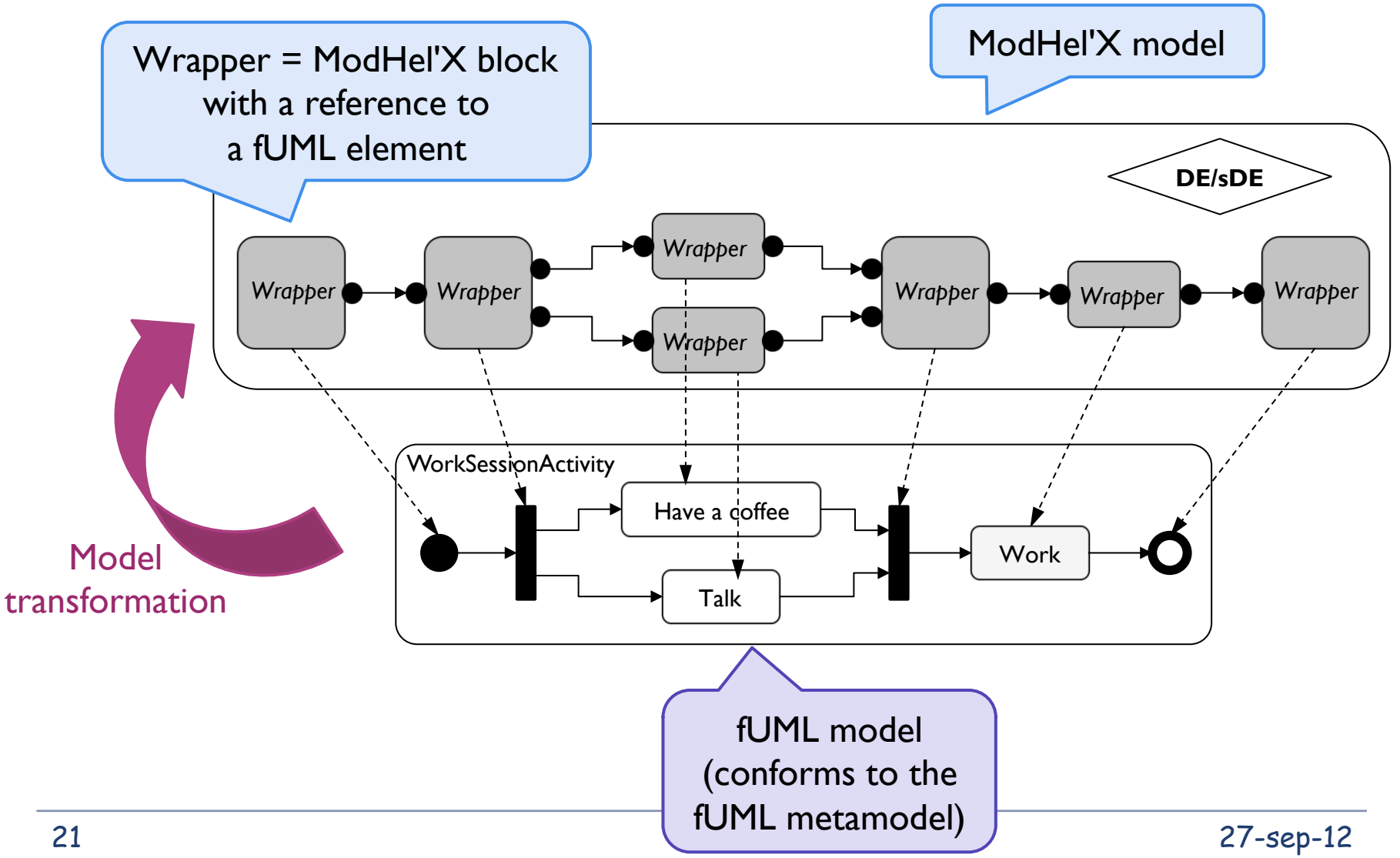
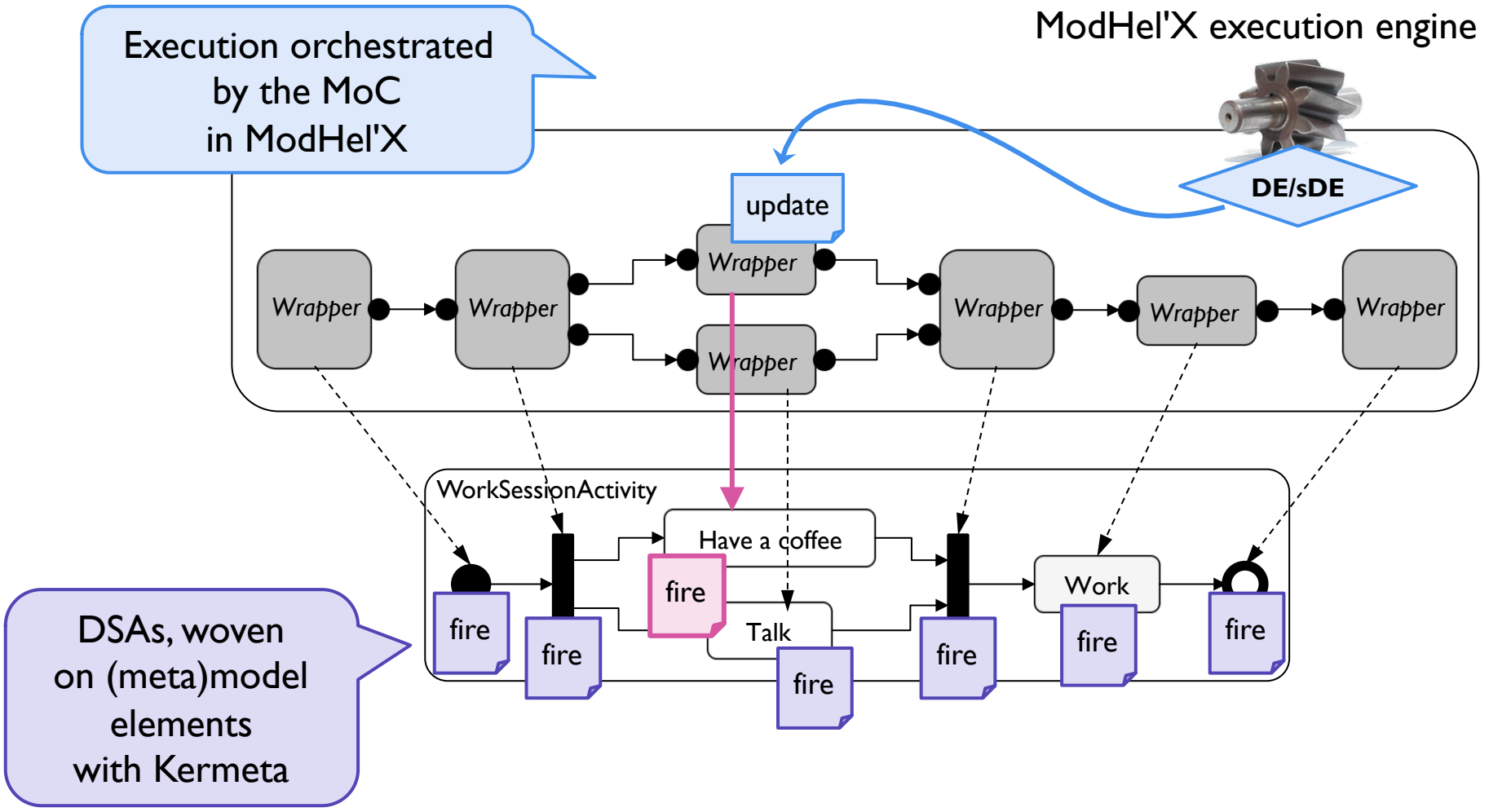
The bridge: structure



The bridge at runtime



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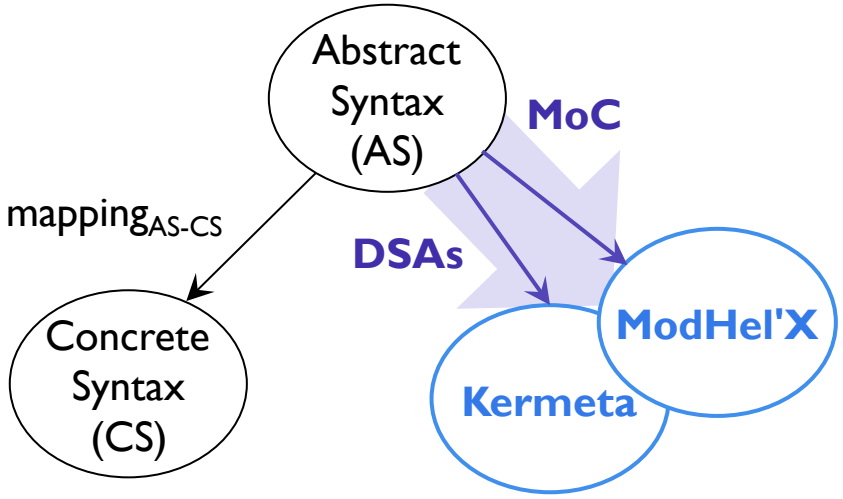

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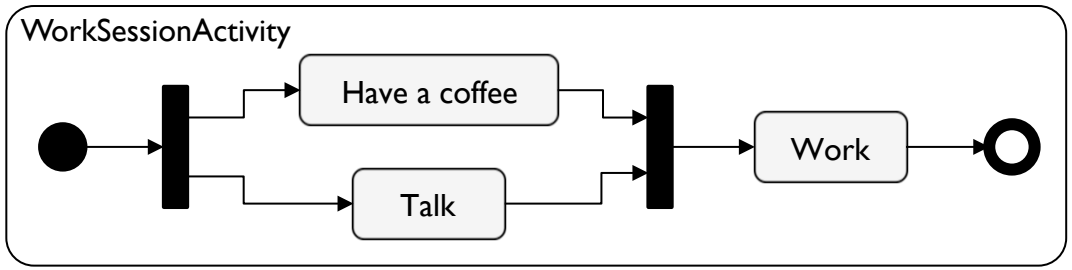
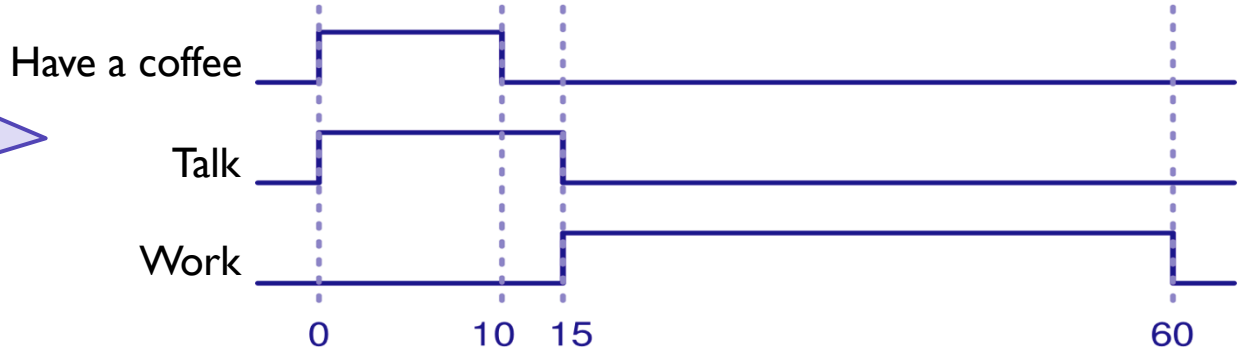
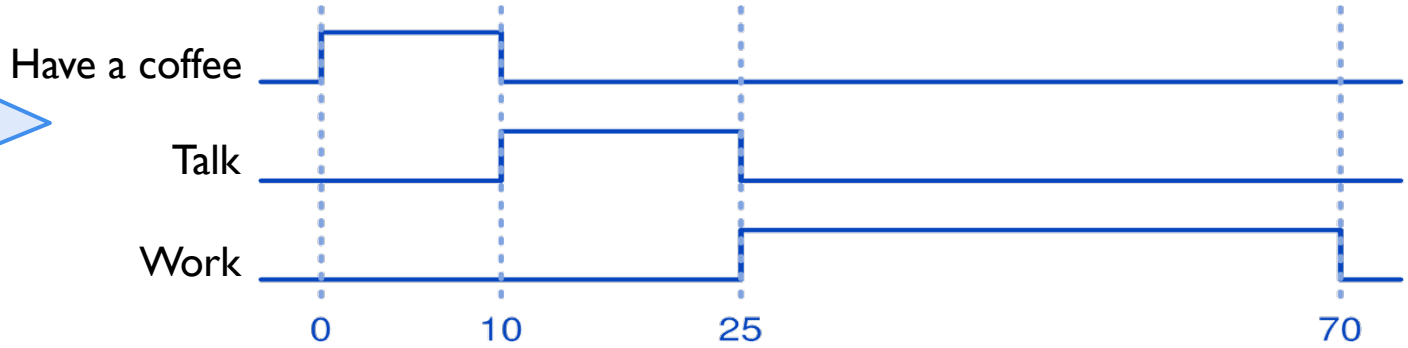
Demo: running the WorkSessionActivity



Discrete Events (DE)



Sequential Discrete Events (sDE)



Discussion and future work

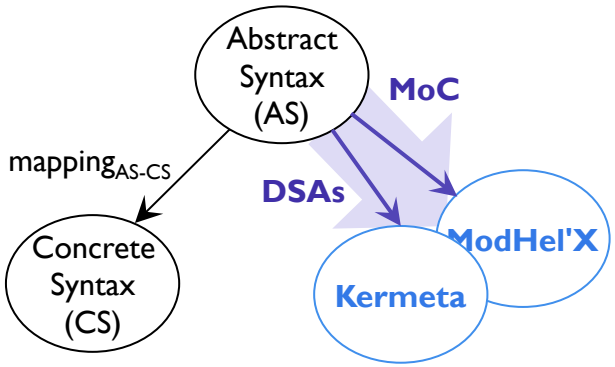
- Is this approach independent from Kermeta and ModHel'X?
  - Kermeta and ModHel'X = tools used for the proof-of-concept implementation, other tools could have been used (e.g. Ptolemy II)

- Are the MoC and the DSAs really independent from each other?
  - Well defined interface between MoC and DSAs ☛ ability to reuse the MoC and to obtain semantic variations of a DSL more easily
  - Further experiment is needed on different case studies to define best practices and bridging patterns for MoCs and DSAs

- What are the major perspectives of this work?
  - Take advantage of the heterogeneous composition capabilities of ModHel'X in order to build heterogeneous models using several DSLs

Conclusion

- The "bridging" approach = decomposition of the mapping between abstract syntax and semantic domain in two parts
  - Domain-Specific Actions (DSAs):
    semantics of domain specific concepts
  - Model of Computation (MoC):
    communication, concurrency and
    time semantics (≈ scheduling of DSAs)



- Benefit = ➡ reuse of the MoC in different DSLs
  ➡ variations of a given DSL by varying the MoC

- A proof-of-concept implementation has been made
  - State-of-the-art tools: Kermeta + ModHel'X
  - DSL case study: fUML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Thank you!

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