# Software Language Engineering: Transformation

Tijs van der Storm





## Recap

- Grammar -> Parser -> Parse Tree -> AST
- Name resolution: recover referential structure
- Checking: find errors not captured by syntax
- Semantics: interpret or compile
- Today:
  - transformations everywhere

#### Transformations

- Instruction selection
- DSL code generation
- Desugaring
- Function inlining
- Constant folding

- Constant propagation
- Refactoring
- Renovation
- Simplification
- Interpretation (?)

### Outline

- Basic concepts of model transformation
- Scope of a transformation
- Direction of a (model) transformation
- Tools for model transformation

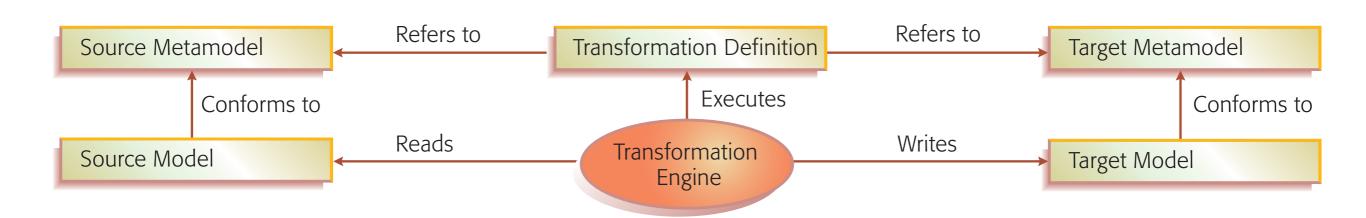
# Feature-based survey of model transformation approaches

K. Czarnecki

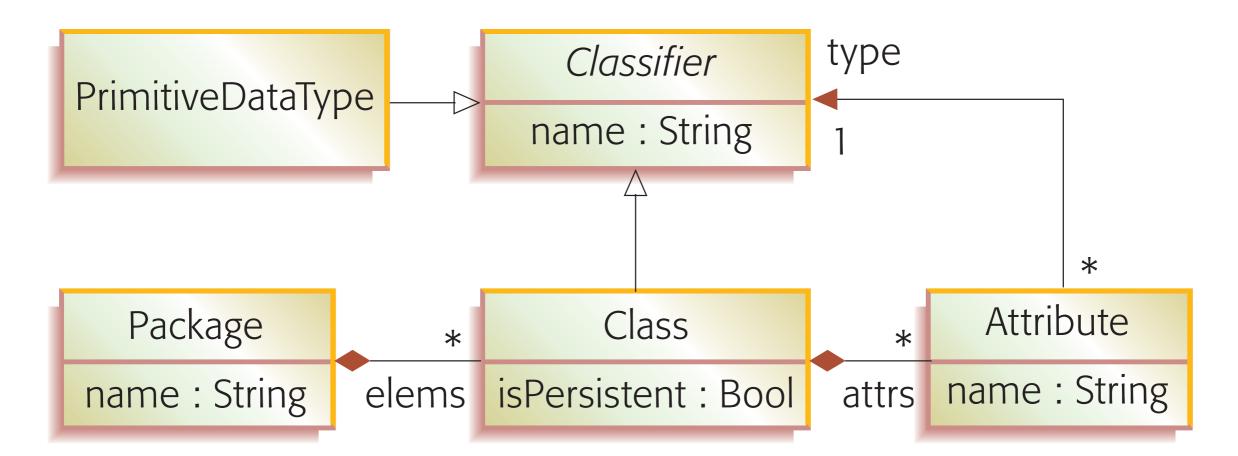
S. Helsen

Model transformations are touted to play a key role in Model Driven Development™. Although well-established standards for creating metamodels such as the Meta-Object Facility exist, there is currently no mature foundation for specifying transformations among models. We propose a framework for the classification of several existing and proposed model transformation approaches. The classification framework is given as a feature model that makes explicit the different design choices for model transformations. Based on our analysis of model transformation approaches, we propose a few major categories in which most approaches fit.

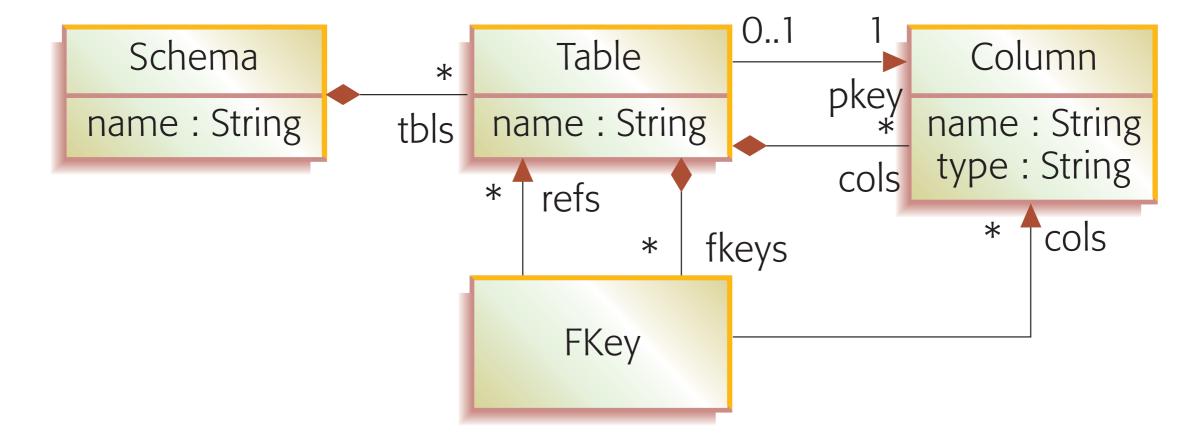
## Basic concepts



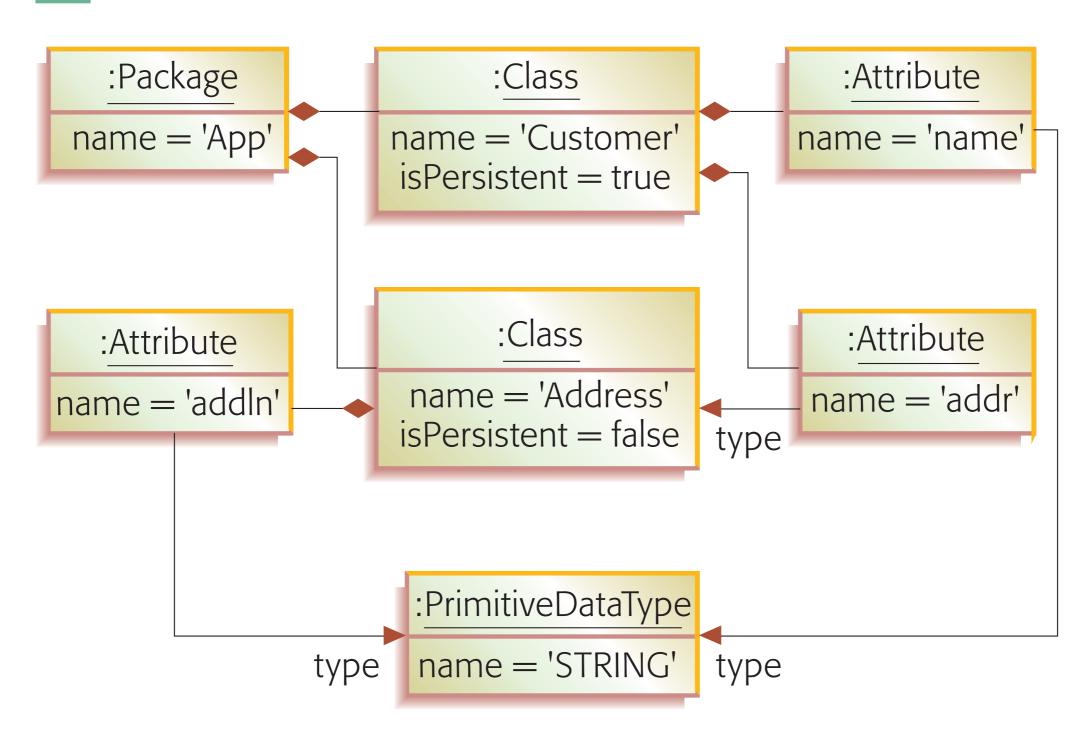
#### Simple UML metamodel



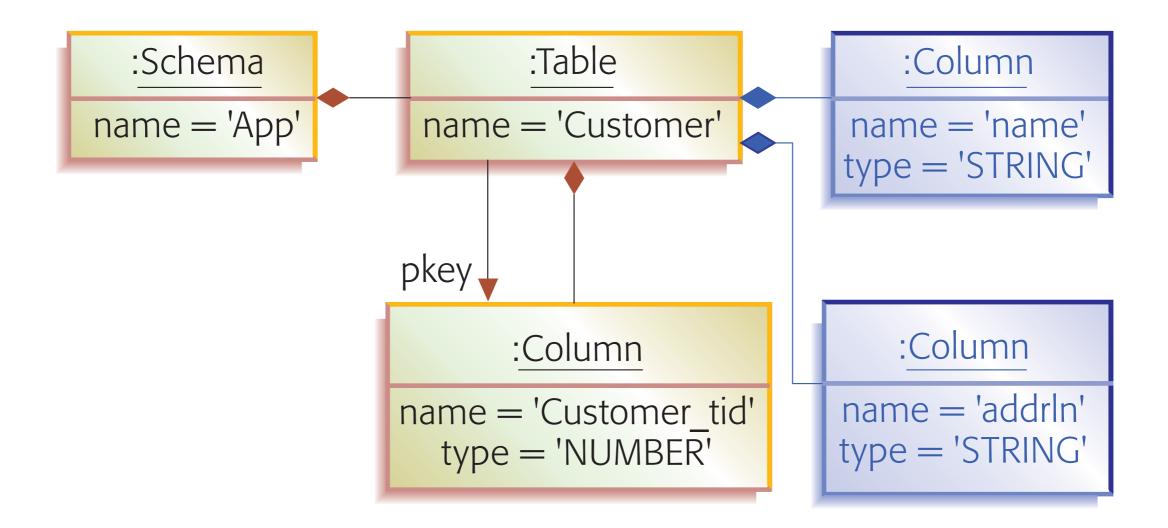
#### B Simple RDBMS metamodel



#### C UML sample model



D RDBMS sample model

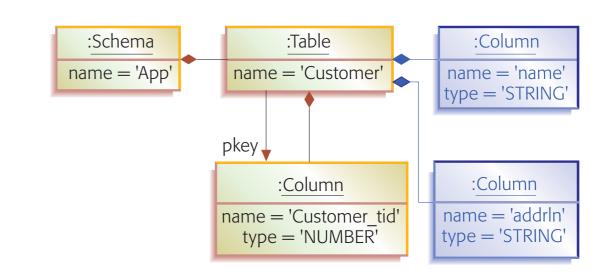


#### Model transformation

#### UML

#### :Package :Attribute :Class name = 'App' name = 'Customer' name = 'name' isPersistent = true :Class :Attribute :Attribute name = 'Address' name = 'addr'name = 'addln' isPersistent = false :PrimitiveDataType type name = 'STRING' type

#### Relational

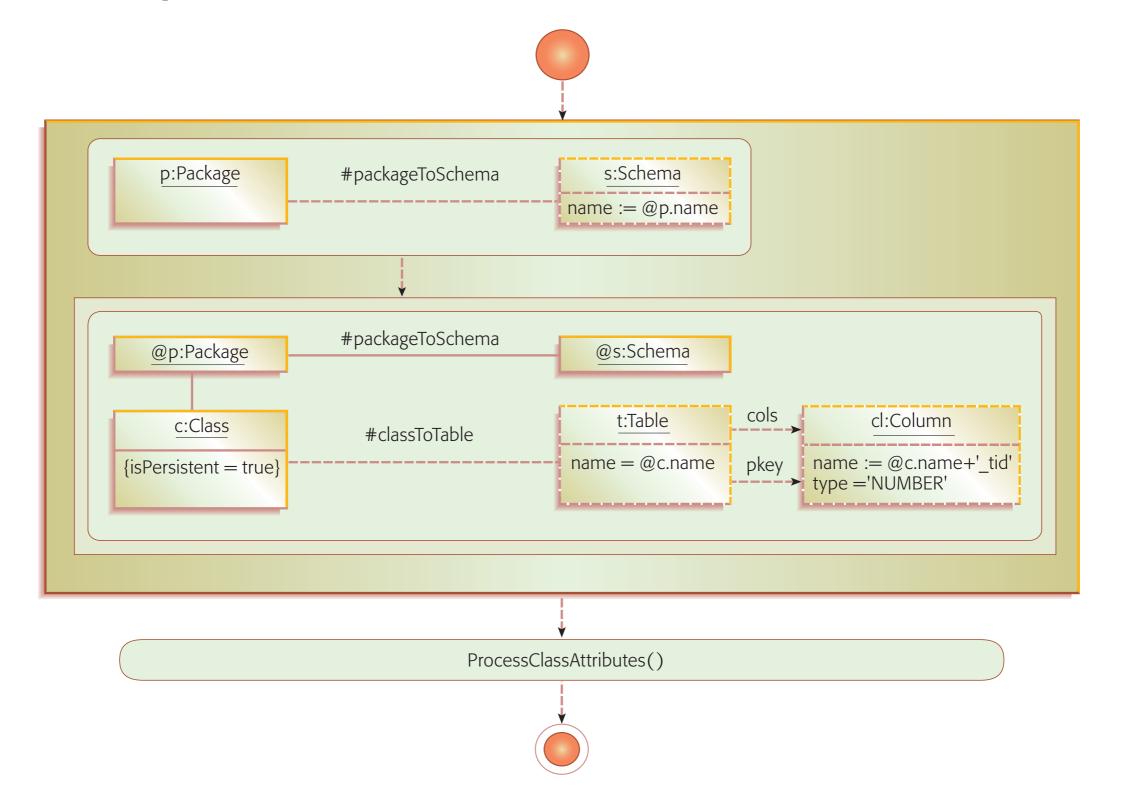


#### QVT Relations

```
transformation umlRdbms {
  uml : SimpleUML, rdbms : SimpleRDBMS) {
  key Table (name, schema);
  key Column (name, table);
  top relation PackageToSchema {
    domain uml p:Package {name = pn}
    domain rdbms s:Schema {name = pn}
  top relation ClassToTable {
    domain uml c:Class {
      package = p:Package {},
      isPersistent = true,
      name = cn
    domain rdbms t:Table {
      schema = s:Schema {},
      name = cn,
      cols = cl:Column {
```

```
name=cn+'_tid',
      type='NUMBER'},
    pkey = c1
  when {
    PackageToSchema (p, s);
  where {
    AttributeToColumn (c, t);
relation AttributeToColumn {
```

### Graph transformation (Mola)



## Model-to-Text: UML2Java

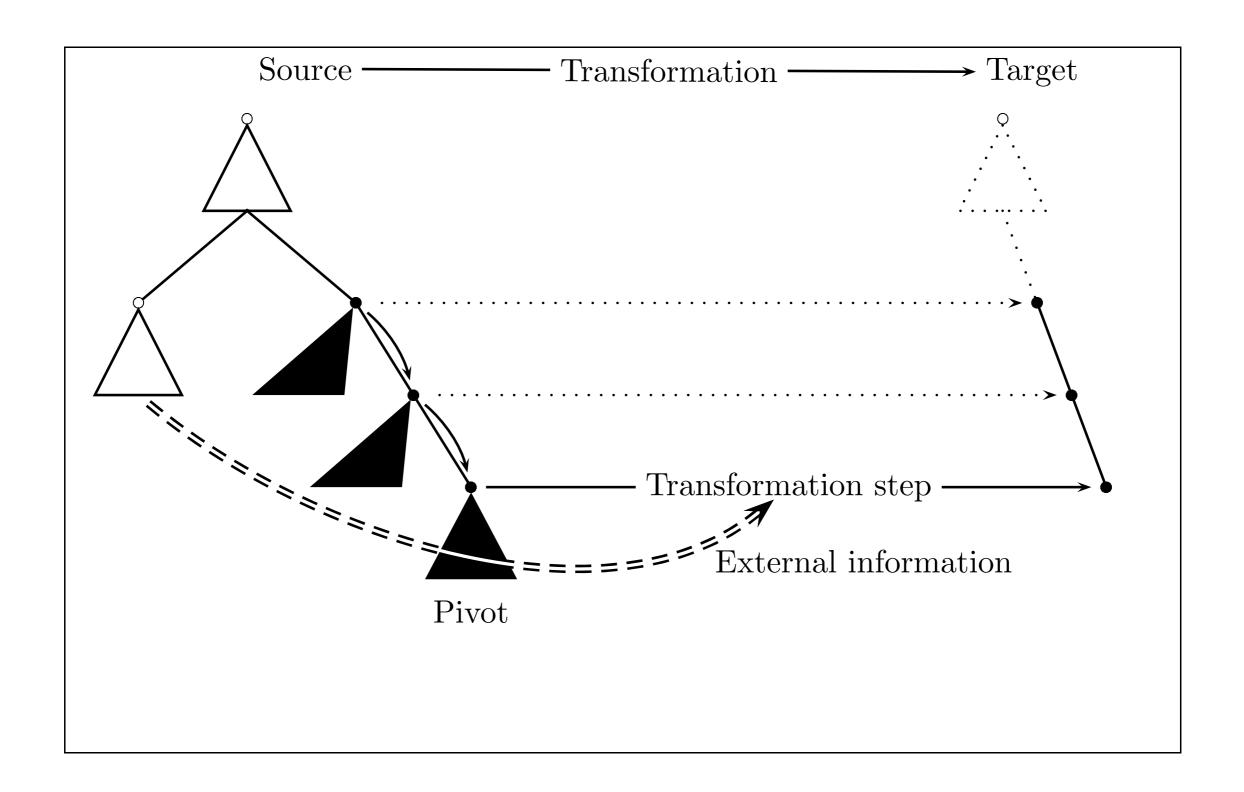
# **Templates!**

```
<<DEFINE Root FOR Class>>
  public class <<name>> {
    <<FOREACH attrs AS a>>
       private <<a.type.name>> <<a.name>>;
    <<ENDFOREACH>>
    <<EXPAND AccessorMethods FOREACH attribute>>
<<ENDDEFINE>>
<<DEFINE AccessorMethods FOR Attribute>>
  public <<type.name>> get<<name.toFirstUpper>>() {
    return this.<<name>>;
  public void set<<name.toFirstUpper>>(
    <<type.name>> <<name>> ) {
    this. <<name>>
<<ENDDEFINE>>
```

#### **Program Transformation Mechanics**

A Classification of Mechanisms for Program Transformation with a Survey of Existing Transformation Systems

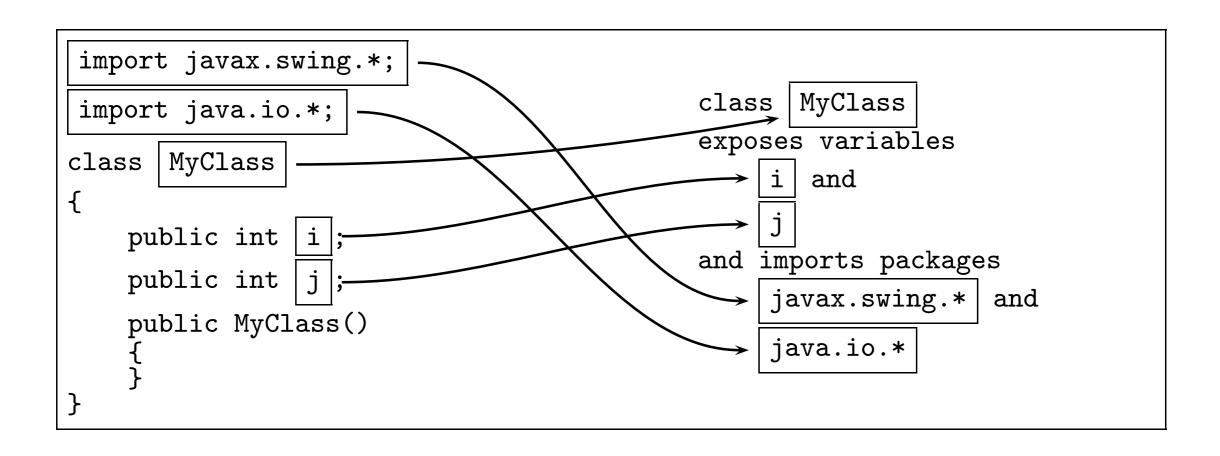
Jonne van Wijngaarden Eelco Visser



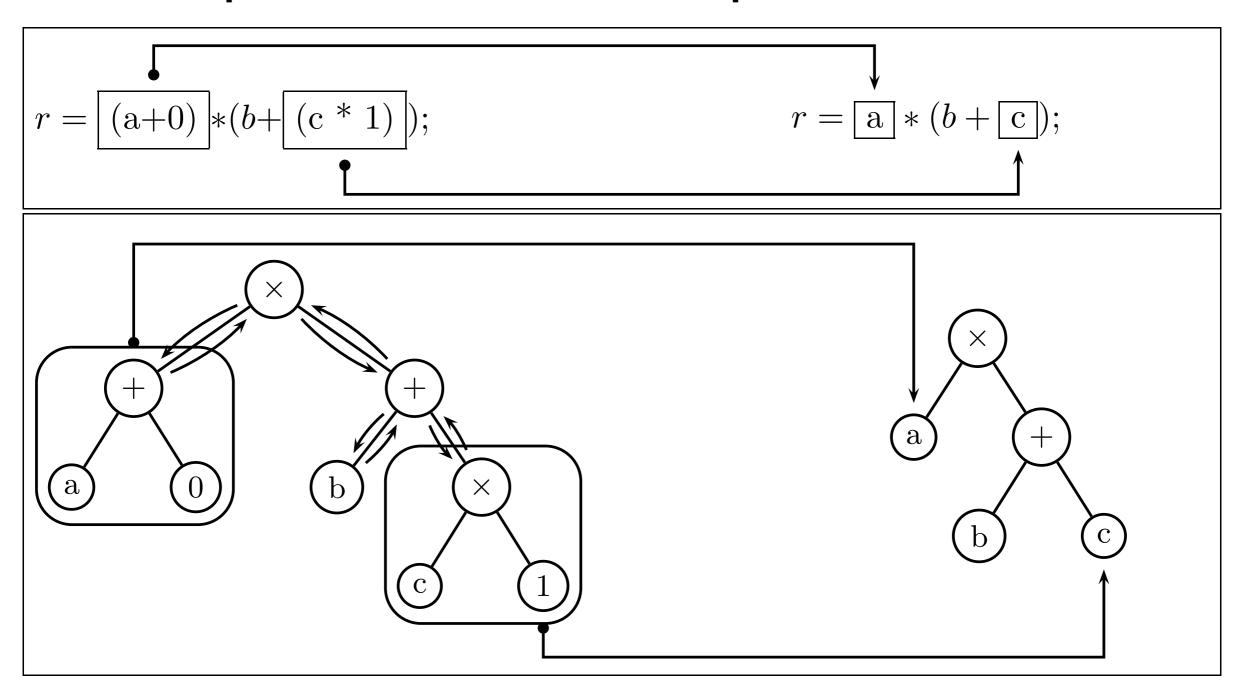
## Transformation scope

- Local source to local target
- 1-to-1
- Global source to local target
- Local source to global target
- Global source to global target

# Local to local: documentation generation



# 1-to-1: expression simplification



# Global to local function inlining

```
void Log(int logval)
void Log(int logval)
                                          System.out.println(
{
                                               "Value = " + logvalue
    System.out.println(
         "Value = " + logval
     );
                                      int Compute(int value)
}
int Compute(int value)
                                           int logval = value;
{
                                           System.out.println(
    Log(value);
                                               "Value = " + logvalue
    return value * 2;
                                          return value * 2;
```

# Global to global function specialization

```
int Compute(int val1, int val2)
int Compute(
                                         return val1 * val2;
     int val1,
     int val2)
                                     int Compute_2(int val2)
    return val1 * val2;
                                          return 2 * val2;
void main(int input)
                                     void main(int input)
{
    System.out.println(
                                         System.out.println(
         Compute(2,input)
                                              Compute_2(input)
    );
                                         );
```

# Local to global DSL code generation

```
CWorkspace::CWorkspace() :
                                  m_AskPrice(0)
                                  m_AskVolume(0)
                             CWorkspace::CWorkspace(
object Workspace
                                 const CWorkspace& w)
    data <
                                m_AskPrice = w.m_AskPrice;
        ASKPRICE,
                                  m_AskVolume = w.m_AskVolume;)
        ASKVOLUME
                             void CWorkspace::Log()
                                  printf("AskPrice=%d",
                                      m_AskPrice);
                                  printf("AskVolume=%d",
                                      m_AskVolume);
```

#### A Taxonomy of Model Transformation

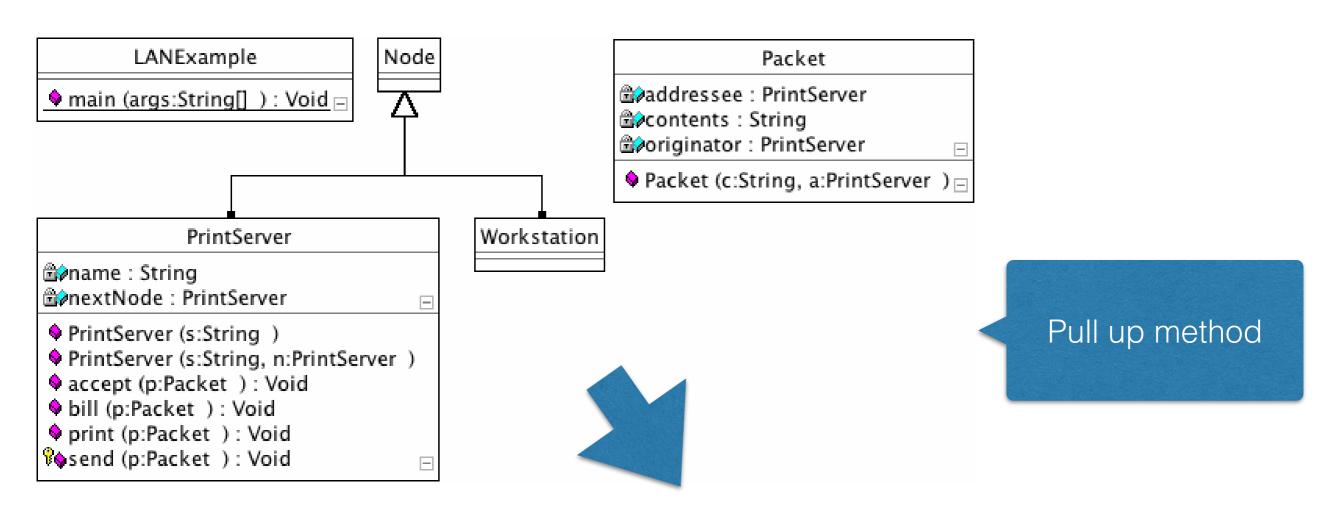
Tom Mens<sup>1</sup>

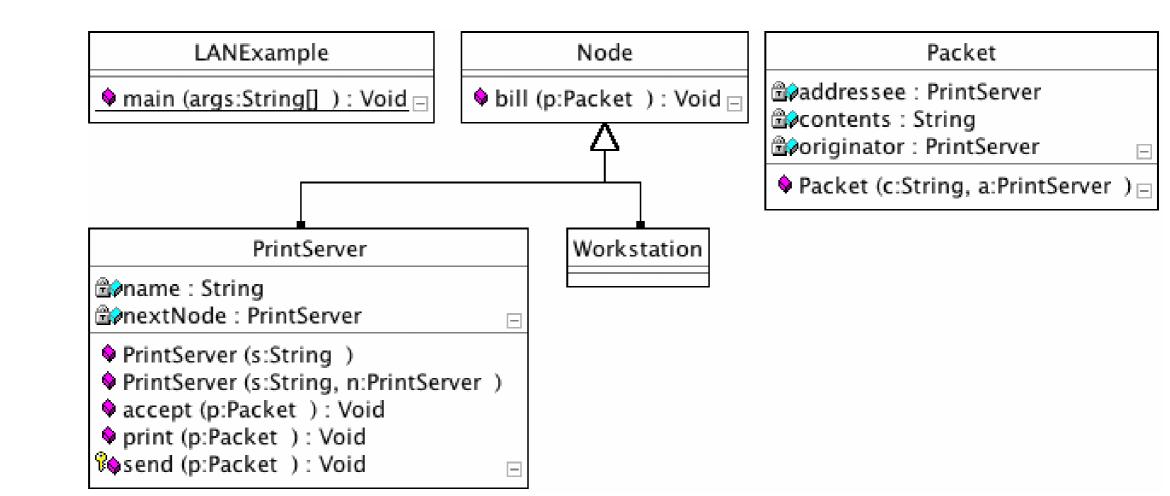
Software Engineering Lab Université de Mons-Hainaut Mons, Belgium

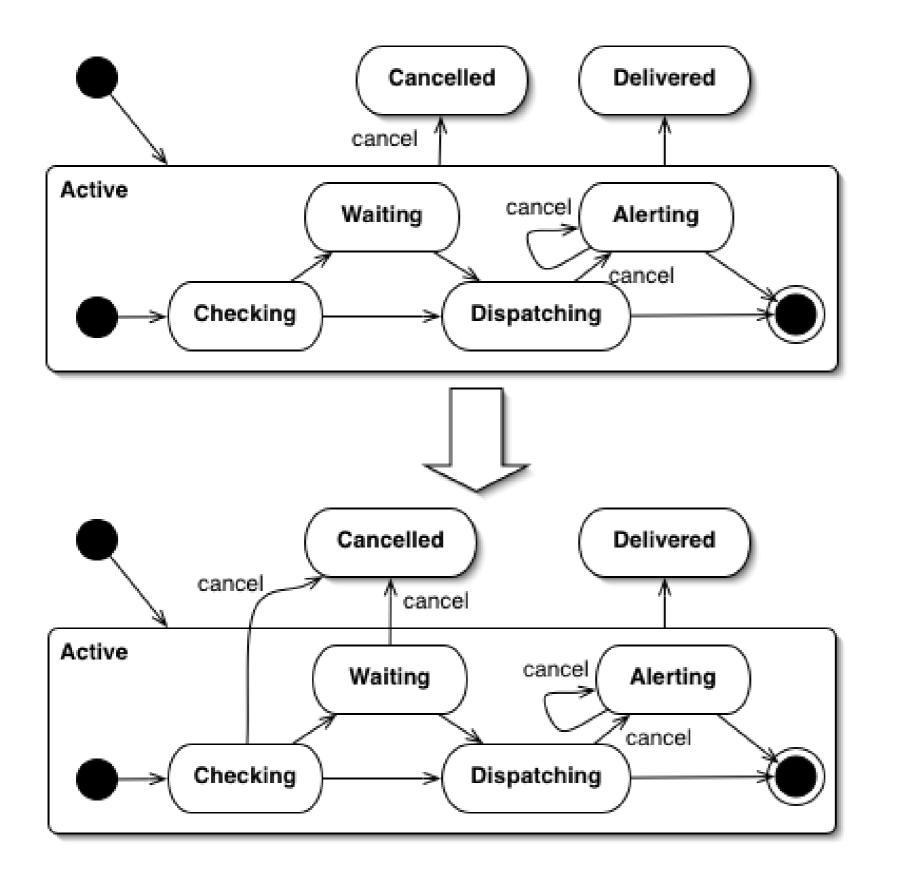
Pieter Van Gorp<sup>2</sup>

Formal Techniques in Software Engineering Universiteit Antwerpen Antwerpen, Belgium

	horizontal	vertical
endogenous	Refactoring	Formal refinement
exogenous	Language migration	Code generation







flatten state chart

Name	Cat	Kind	Description
family2persons	Exo	M2M	Extract persons from a family
family2graph	Exo	M2M	Convert family to graph
renameEvent	Endo	M2M	Rename events in SM (Section 2.3)
addResetTransitions	Endo	M2M	Add transitions to SM (Section 2.3)
regexp2Statemachine	Exo	M2M	Convert regular expression to SM
statemachine2DFA	Endo	M2M	Determinize state machine
parallelMerge	Endo	M2M	Merge states in SM
statemachine2Graph	Exo	M2M	Convert SM to graph
flattenInheritance	Endo	M2M	Push down fields (Section 2.3)
generalizeTypeRefs	Endo	M2M	Change field types to largest super class.
metaModel2Relational	Exo	M2M	MM to relational schema
metaModel2Java	-	M2T	From MM to Java code (text)
metaModel2Graph	Exo	M2M	Convert MM to graph
metaModel2ADT	Exo	M2M	Convert MM to ADT
source2Activity	_	T2M	Textual activity model to Activity Model
activity2Graph	Exo	M2M	Activity model to graph
executeActivity	Endo	M2M	Execute Activity Model

#### Transformation tools

- Program transformation
  - ASF+SDF
  - TXL
  - Stratego
  - Kiama
  - Rascal ;-)
  - •

- Model transformation
  - QVT
  - Epsilon
  - ATL
  - Viatra
  - •

## Summary

- Basic concepts of model transformation
- Scope: local-to-local, global-to-local, etc.
- Endogenous vs exogenous
- Horizontal vs vertical
- Text2model (parsing)
- Model2text (code generation)
- Tools: program transformation/model transformation

#### Transformations in QL?

- Parsing
- CST2AST
- Name resolution
- Type checking (?)
- Code generation
- Normalize
- Refactoring

### Next up: formatting and visualization of state machines