Model-Based Software Engineering

Lecture 07 – Introduction to Semantics, Transformation, Execution, Analysis

Prof. Dr. Joel Greenyer



May 31, 2016





Acknowledgment

- The slides of this lecture are inspired by lecture slides from
 - Ekkart Kindler: Course on Advanced Topics in Software Engineering, DTU Compute, 2015.
 - http://www2.imm.dtu.dk/courses/02265/f15/schedule.shtml
 - Ina Schäfer, Christoph Seidl: Modellbasierte Softwareentwicklung, TU Braunschweig, 2015.
 - Steffen Becker: Model-Driven Software Development,
 Universität Paderborn, 2013
 - The Eclipse Open Model CourseWare (OMCW) Project:
 - https://eclipse.org/gmt/omcw/



5.1. Introduction to semantics, transformations, execution, analysis





Previously

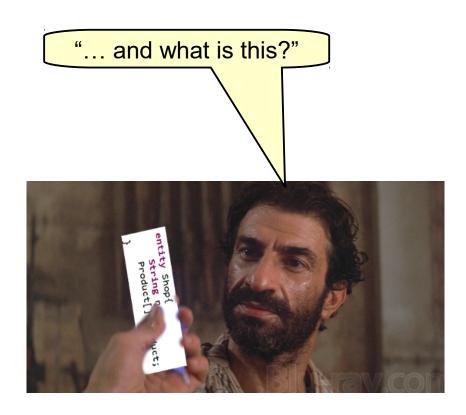
- In the previous lectures, we covered several aspects of defining a formal language (possibly domain specific)
 - Metamodeling
 - including OCL
 - Defining a concrete syntax
 - graphical
 - textual



- So now you have a formal language...
- ...what do I do with it?

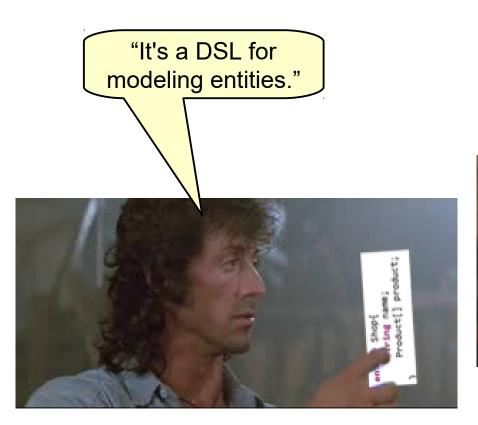


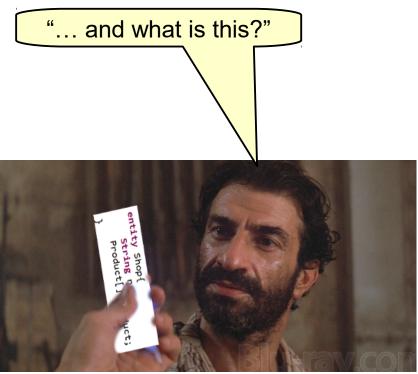
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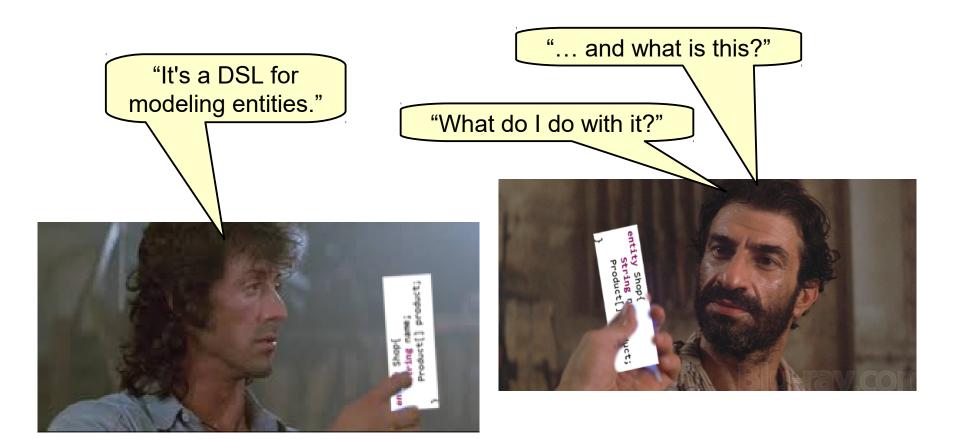
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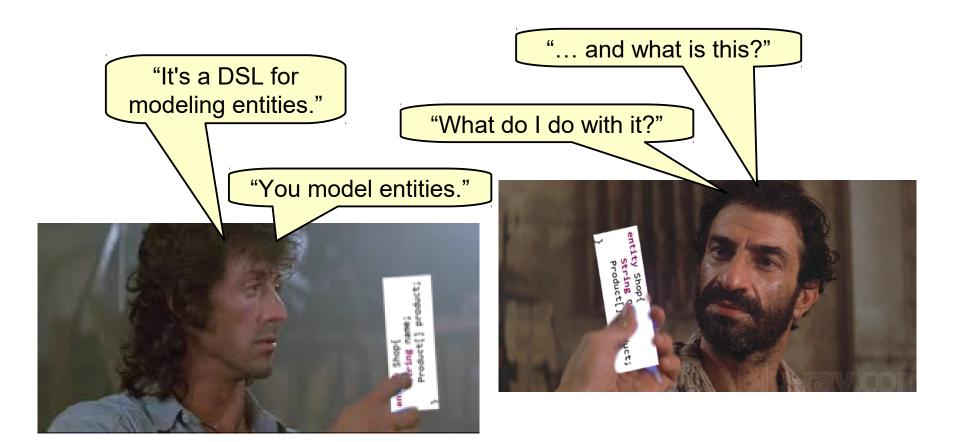


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 In order to do these things, we need to define the meaning of our formal language---its semantics



• (see Lecture 2)

- A <u>formal language definition</u> contains the definition of
 - the abstract syntax: defines its internal structure
 - Defines the language constructs and how they can be combined
 - the <u>concrete syntax</u>: defines its <u>notation</u>, its visual representation for the user (textual or graphical)
 - the <u>semantics</u>: defines the meaning of the language constructs and their combinations
 - (sometimes also) the <u>serialization syntax</u>: how are sentences of the language stored or exchanged by tools



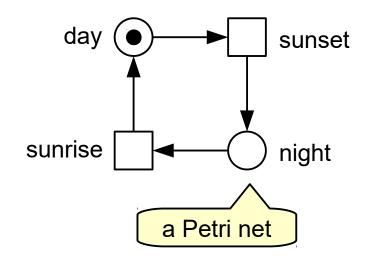
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What is the Semantics of these Models?

```
entity Shop{
        String name;
        Product[] product;
}
entity Product{
        String name;
        Int productNumber;
}
entity Book extends Product{
        String ISBN;
        String publisher;
}
entity CD extends Product{
        String label;
}
```

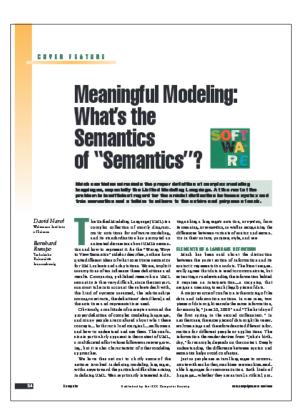


an 'Entities' model



What's the Semantics of Semantics?

- D. Harel and B. Rumpe, "Meaningful modeling: what's the semantics of "semantics"?," in Computer, vol. 37, no. 10, pp. 64-72, Oct. 2004.
 - http://www.wisdom.weizmann.ac.il/~harel/papers/ModSemantics.pdf







(from "Meaningful modeling: what's the semantics of "semantics"?")

"Semantics is the metamodel":



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- Semantic Domain: Another language or logic that can be used to describe the semantics of a language
- But to name a semantic domain alone is not enough
- it is required to describe a detailed mapping of how the constructs of your language correspond to concepts in the semantic domain





(from "Meaningful modeling: what's the semantics of "semantics"?")

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- Thus, semantics and behavior should not be confused



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 - example (relates, but subtle difference):
 - » One semantics of finite state automata describes all possible sequences in which transitions can fire (all possible executions)
 - » Another semantics defines which transition fires next in a given current state, and what the current state will be in the next step





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"Semantics means looking mathematical"

 "When some people see that parts of a language definition have mathematical symbols, they are convinced that it is probably also precisely defined. This is simply not true."



- "Semantics is
 - Some people simply give a buzzword to indicate something about how the semantic definition goes, as in "the semantics is given by message-passing". This prompts others to think that the language is properly endowed with semantics. Sadly, the worst cases are when the people making this kind of statement actually believe it themselves."



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 - A code generator can also be seen as a model transformation



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machine readable:
executable,
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(first rule: "if b is true in state σ , and executing statement c_0 in state σ leads to state σ ', then 'if b then c_0 else c_1 ' in state σ leads to state σ '")



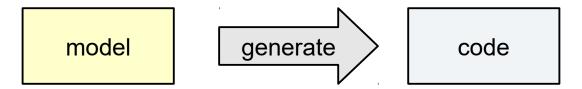
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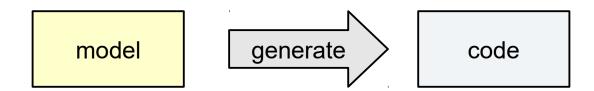
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 (Details of this method of semantics definitions will not be part of this lecture)



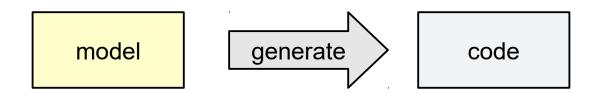






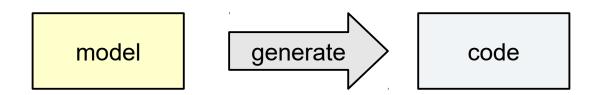
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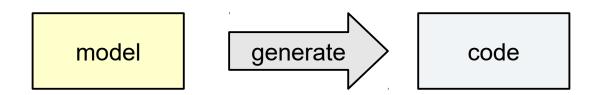
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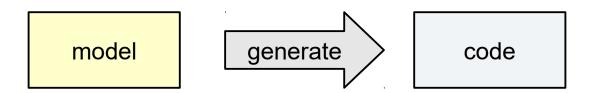
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 - or for which the semantics is defined in the form of different virtual machine implementations



Programming an Interpreter ("Virtual Machine")

 for languages dealing with behavior, we can extend the metamodel by constructs that capture run-time concepts



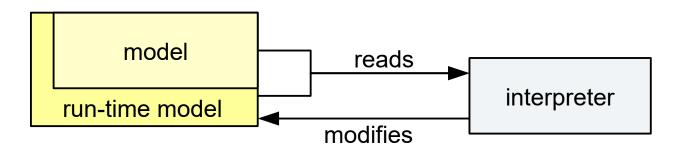
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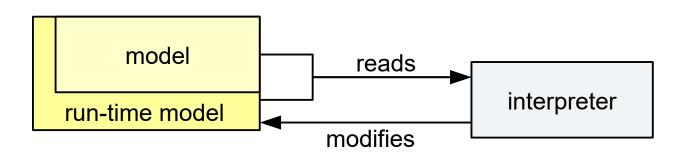
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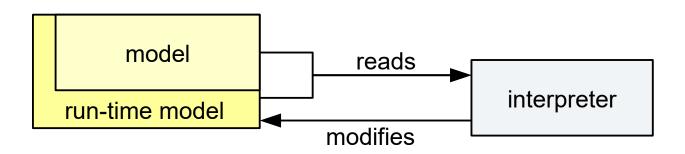
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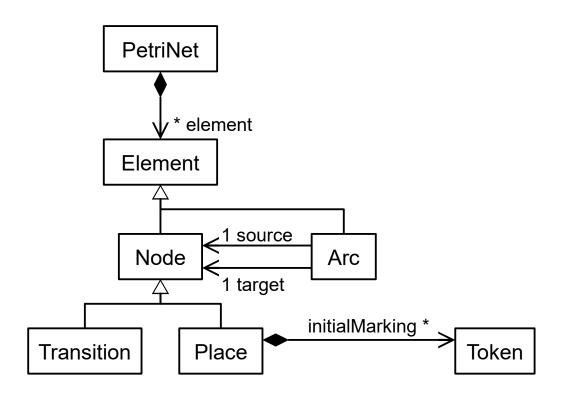


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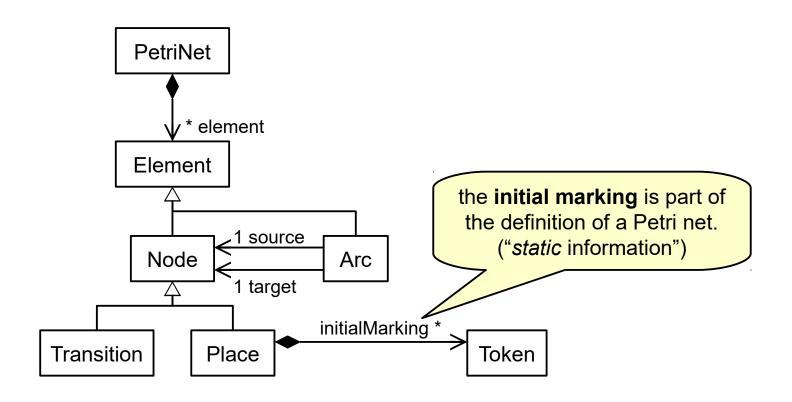
- for languages dealing with behavior, we can extend the metamodel by constructs that capture run-time concepts
 - for example: model "heap", "stack", "variable bindings", etc. for a programming language
- The interpreter can read the model and its runtime extension
- The runtime extension part captures the "current state" of execution, which the interpreter can modify



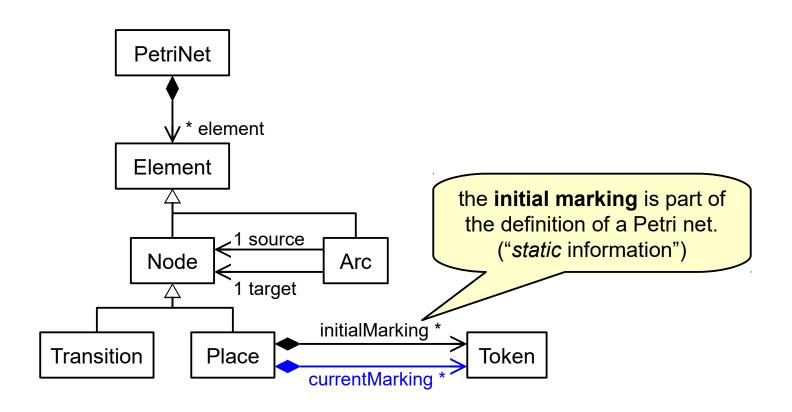




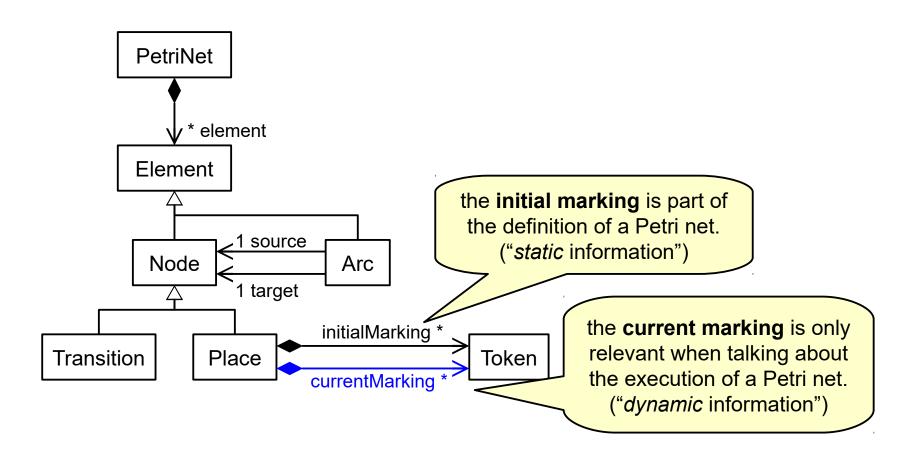






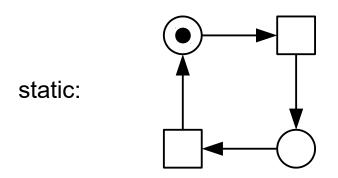






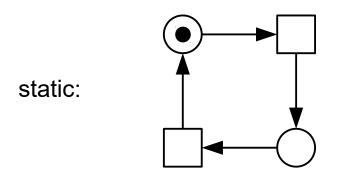


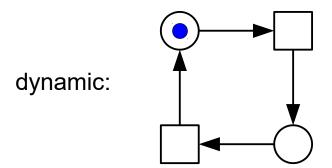
Example: Petri net runtime extension



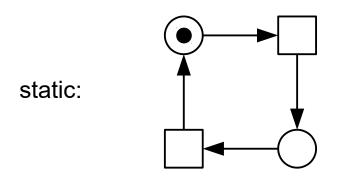
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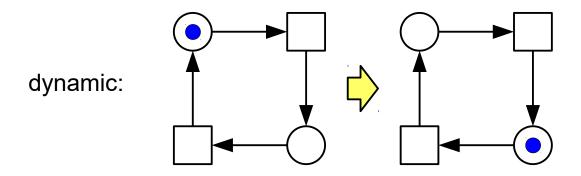




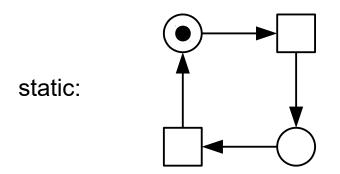


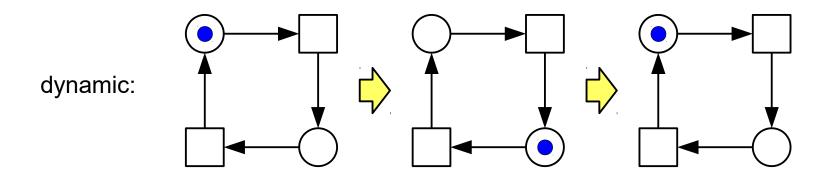




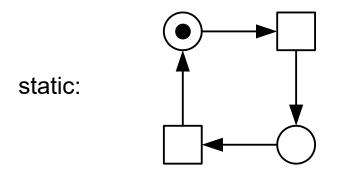


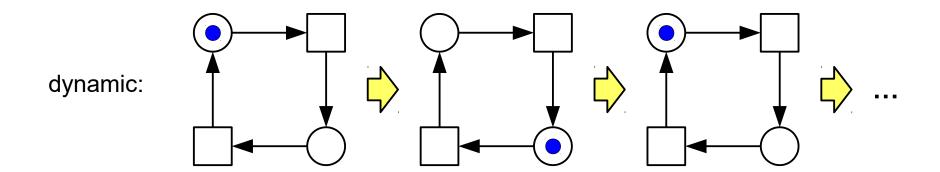




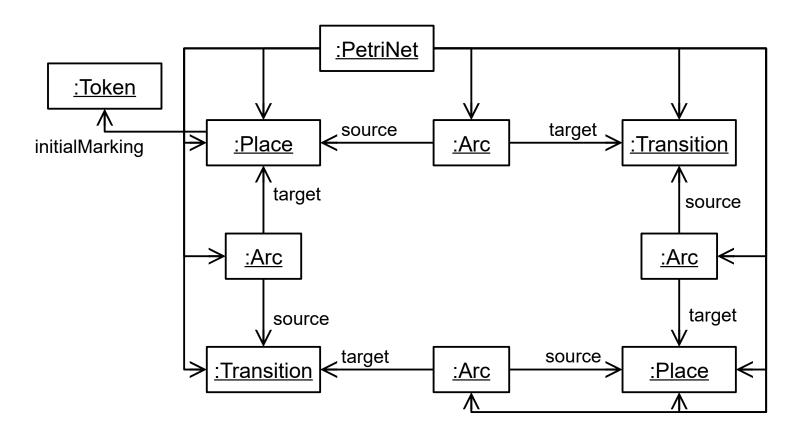




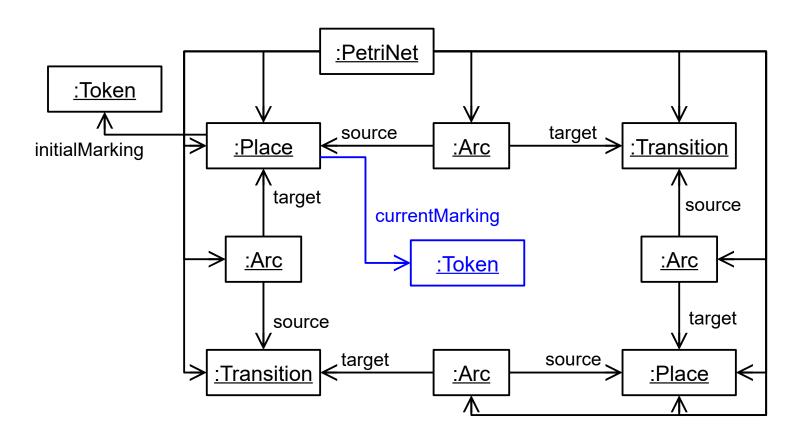




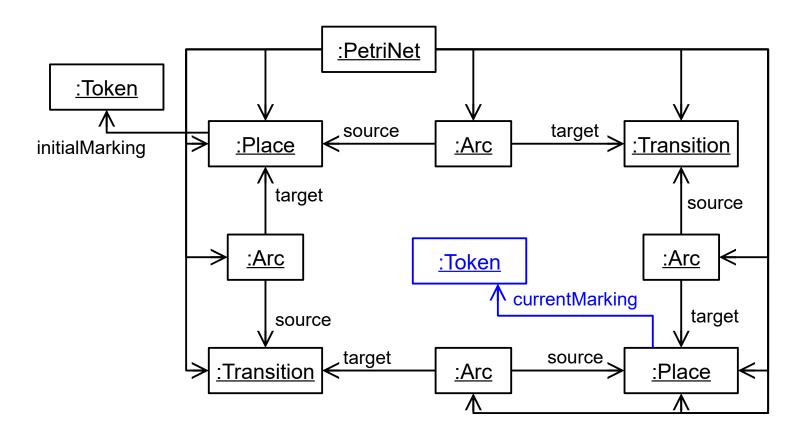




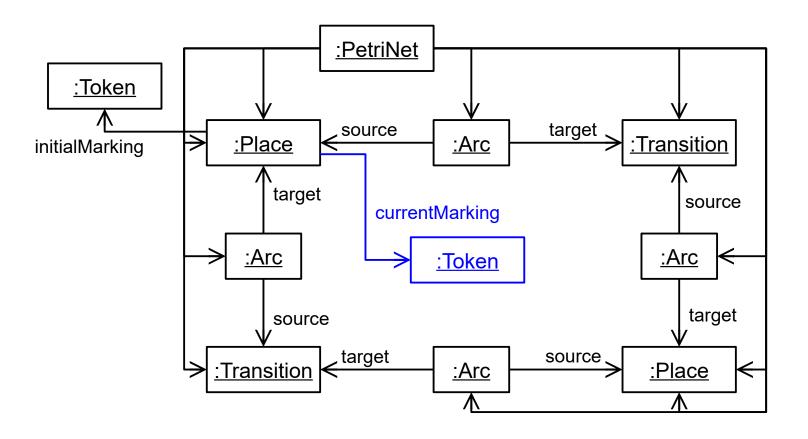






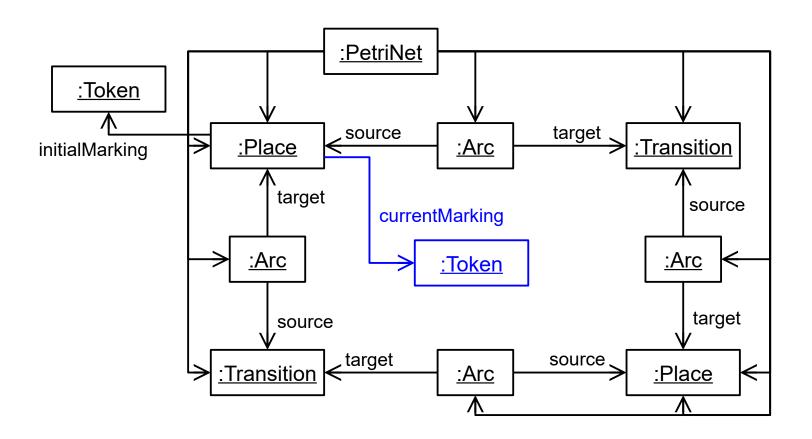






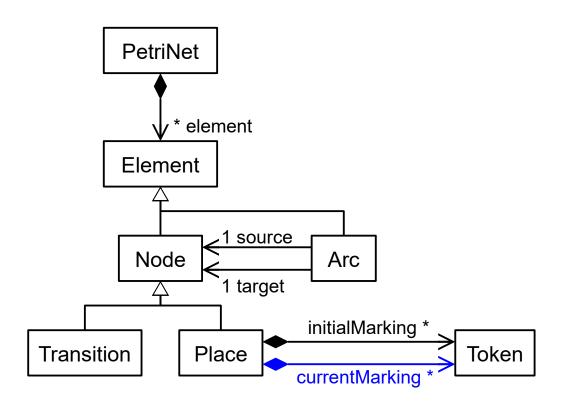


Example: Petri net runtime extension

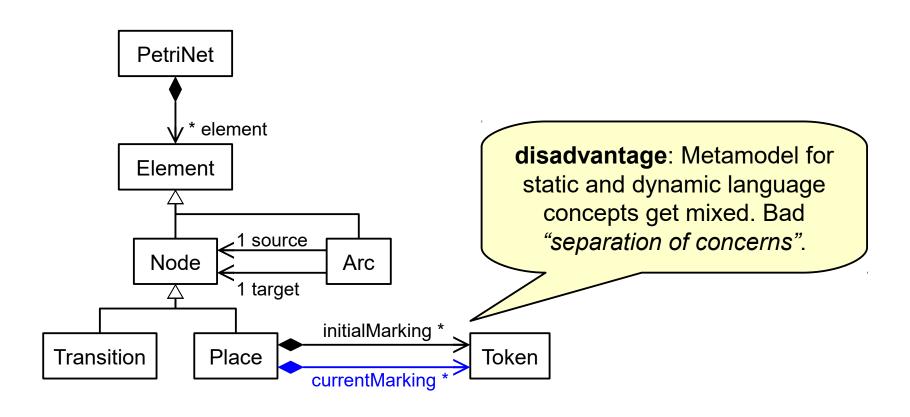


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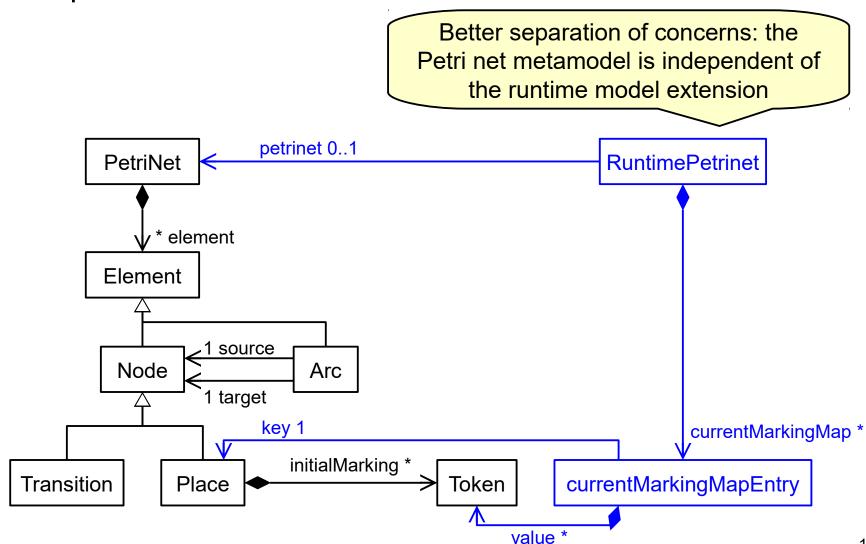






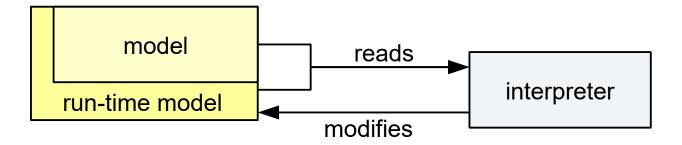




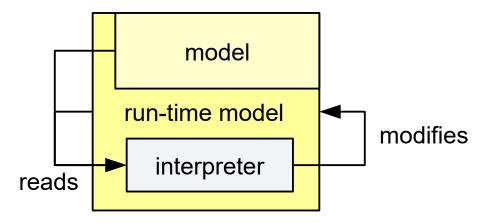




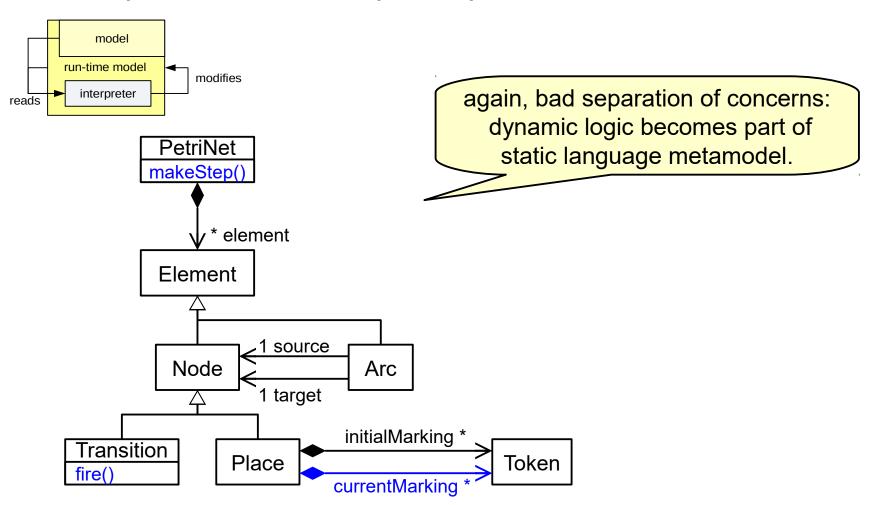
- The interpreter
 - can be an external program working on a Petri net model + runtime extension



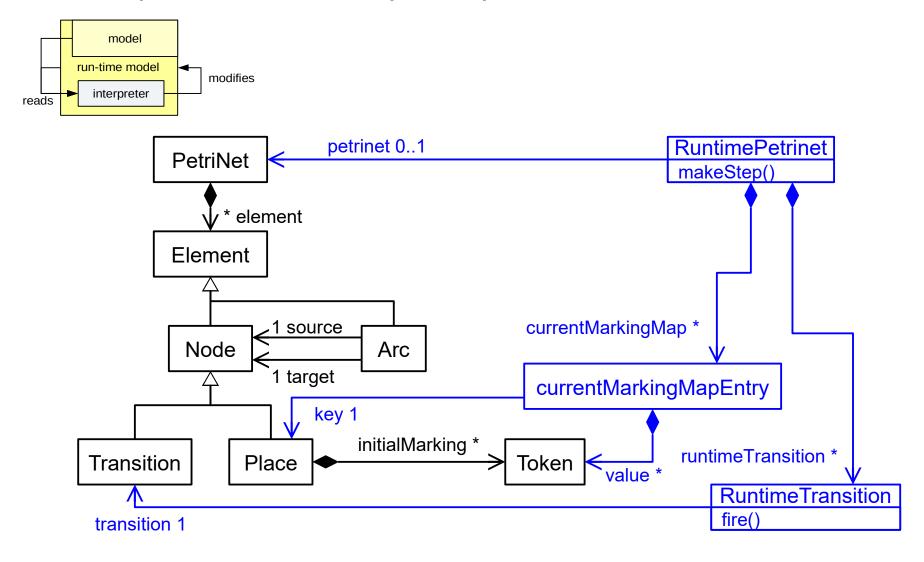
Or the interpreter can be part of the runtime model



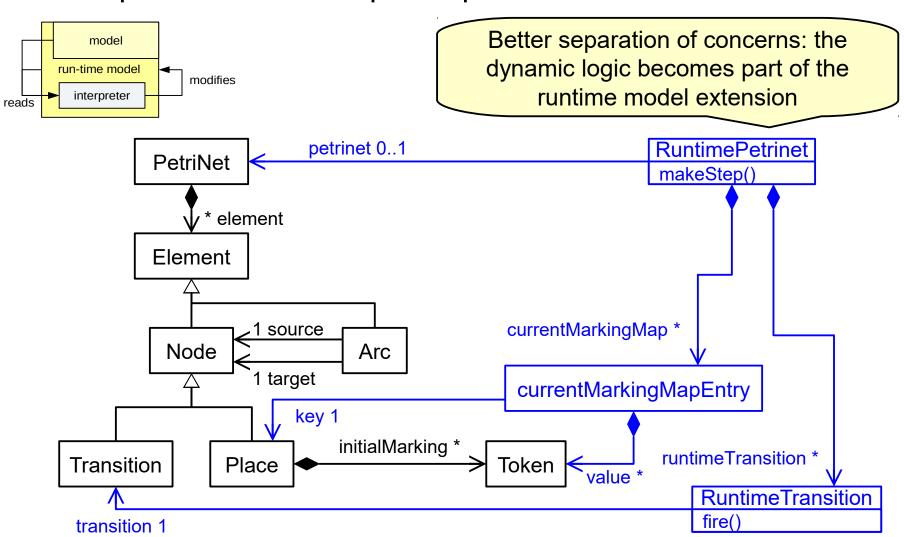




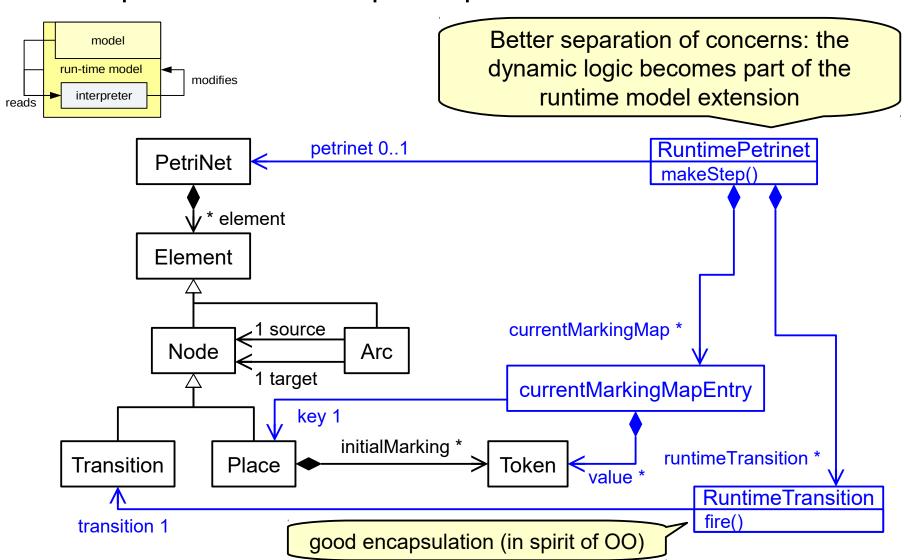






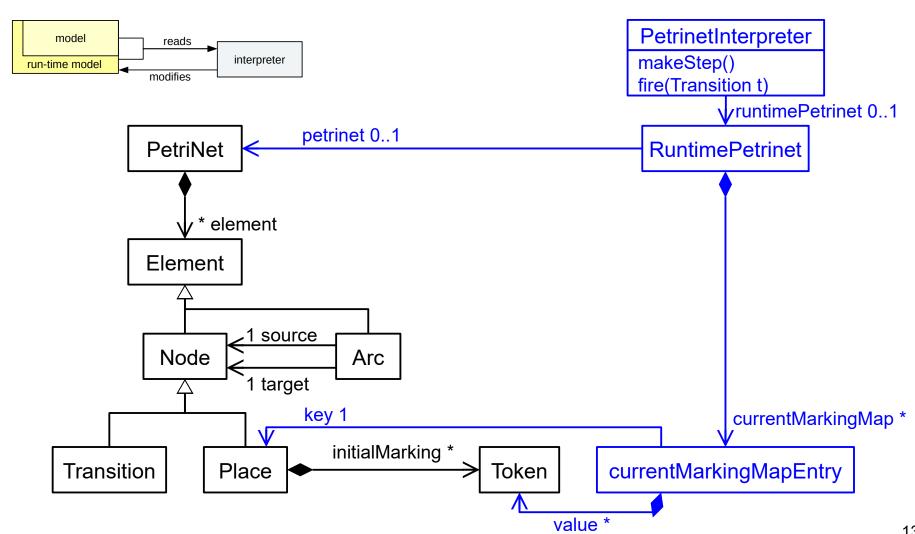








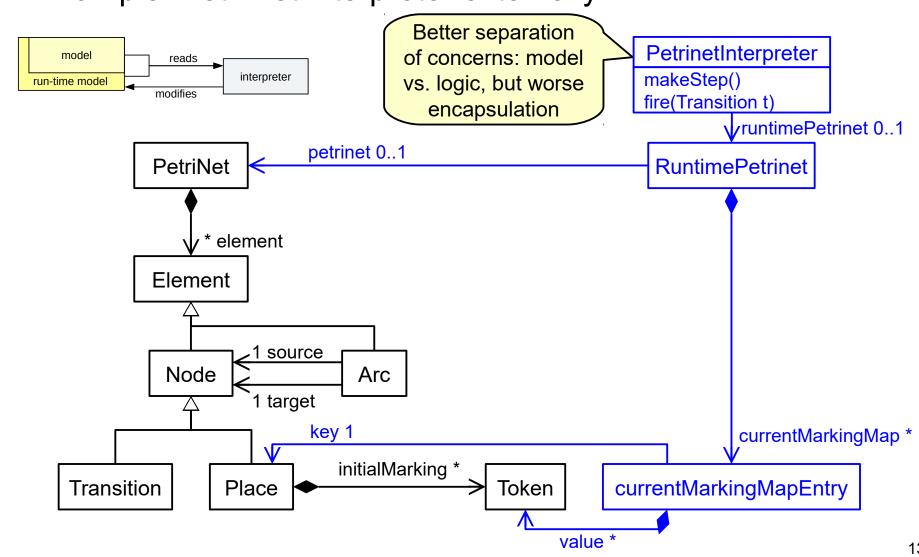
Example: Petri net interpreter externally



13



Example: Petri net interpreter externally

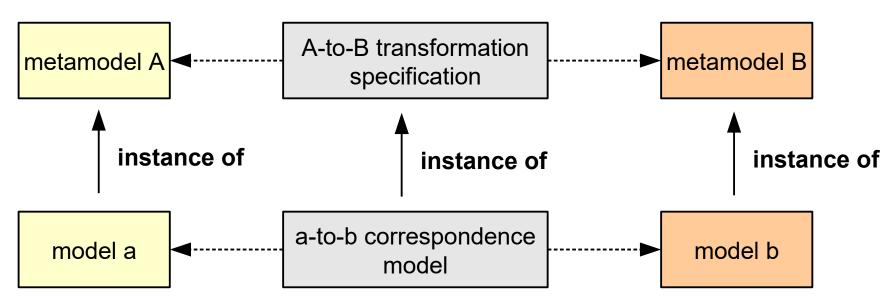


13



Model-to-Model Transformations

- A typical way to view model-to-model transformations
 - transformation from language A to language B
 - the transformation specification refers to metamodels A and B
 - sometimes: the transformation creates a correspondence model of how specifically elements of model a and b relate





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5.2. Model-to-text transformation (code generation)





Model-to-Text Transformations

- Model-2-Text transformations transform models into code or code-like artifacts
 - Java code
 - XML-Files
 - Configuration files
 - Documentation...
- This is a special case of model-2-model transformation that deserves special treatment and techniques.



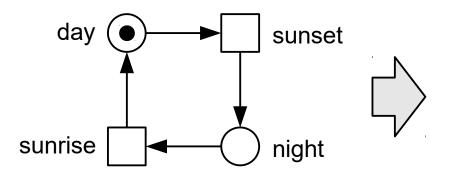
Model-to-Text Transformations

- Different ways to realize Model-to-Text Transformations
 - Program transformation using Java / Xtend
 - use a template engine
 - Jet, Velocity, XPand, ...



Example: Petrinet to Java

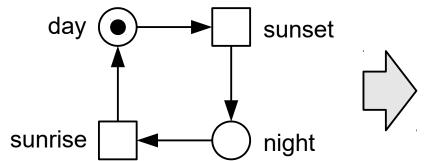
Example:





Example: Petrinet to Java

Example:



```
public class DayAndNight {
     // places
     int day=1; int night=0;
     // main makeStep method
     public void makeStep(){
           if (canFireSunset()){
                 doFireSunset()
           } else
           if (canFireSunrise()){
                 doFireSunrise()
           } else
           { System.out.println("Cannot fire");}
     // transition's canFire and doFire methods
     protected boolean canFireSunset(){
           return (day > 0);
     protected void doFireSunset(){
           day--; night++;
     protected boolean canFireSunrise(){
           return (night > 0);
     protected void doFireSunrise(){
           night--; day++;
```



Xtext and XPand

Every Xtext project has an empty code generator

📠 build.properties



Xtext and XPand

Every Xtext project has an empty code generator

```
10
 110 /**
      * Generates code from your model files on save.
 13
     * See https://www.eclipse.org/Xtext/documentation/303 runtime concepts.html#code-generation
 14
 15
 16@ class PNLGenerator extends AbstractGenerator {
 17
△18⊖
       override void doGenerate (Resource resource,
 19
             IFileSystemAccess2 fsa,
            IGeneratorContext context
 20
 21
            fsa.generateFile('greetings.txt', 'People to greet: ' +
 22 //
 23 //
                 resource.allContents
 24 //
                     .filter(typeof(Greeting))
 25 //
                    .map[name]
                     .join(', '))
 26 //
 27
 28 }
 29
```



Xtext and XPand

 We can implement our custom code generator for example as follows:

```
220
        override void doGenerate (Resource resource,
            IFileSystemAccess2 fsa,
23
24
            IGeneratorContext context
25
26
            for (pn : resource.allContents.toIterable.filter(Petrinet)) {
27
                fsa.generateFile(
                     "petrinets/" + pn.name + ".java",
28
29
                    pn.compile
30
31
32
33
34⊖
        def compile (Petrinet pn) {
35
36
            package petrinets;
37
            public class «pn.name» {
38
39
                // places
40
41
                «FOR p : pn.element.filter(Place)»
42
                    «p.compile»
                «ENDFOR»
43
44
                // main makeStep method
                public void makeStep() {
45
46
                    «FOR t : pn.element.filter(Transition)»
47
                         «t.compileForMakeStep»
48
                     «ENDFOR»
                     { System.out.println("Cannot fire");}
49
50
51
52
                // transition's canFire and doFire methods
                «FOR t : pn.element.filter(Transition)»
53
54
                    «t.compile»
                «ENDFOR»
55
56
58
```