Model-Based Software Engineering

Lecture 10 – Transformation

Prof. Dr. Joel Greenyer



June 28, 2016





5.4. Model-to-model transformation – Triple Graph Grammars

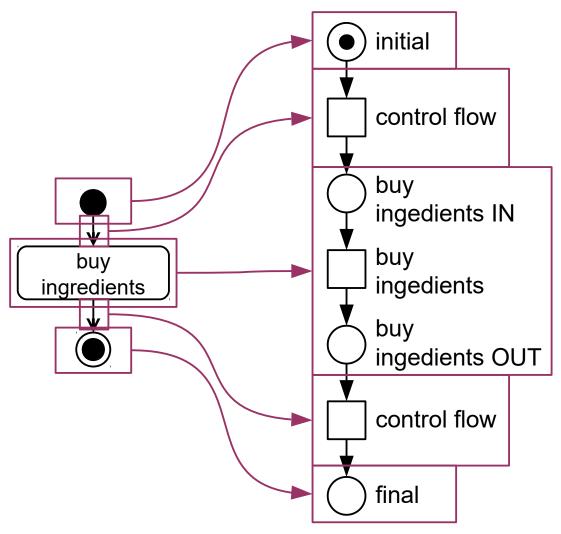




Example: Transform Activity Diagrams to Petri nets

in the last lecture...

- Let's start simple: How to transform
 - Initial nodes?
 - Final nodes?
 - Action nodes?
 - Control flow edges?





Intial node ↔ Place with intial marking





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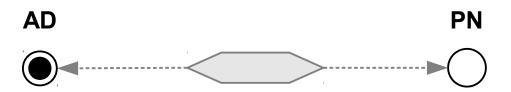


Final node
 ← Empty Place





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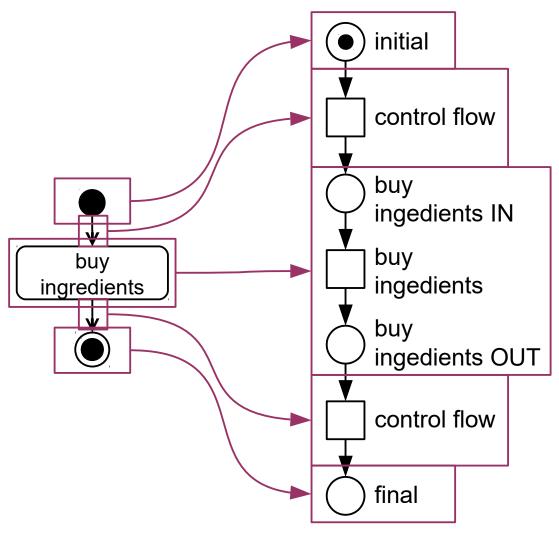




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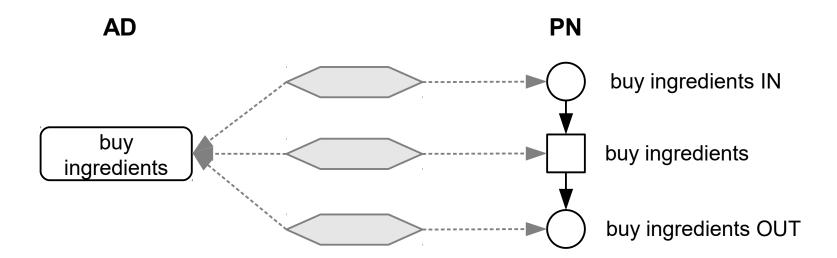
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in the last lecture...

Action node ← Transition with input and output place

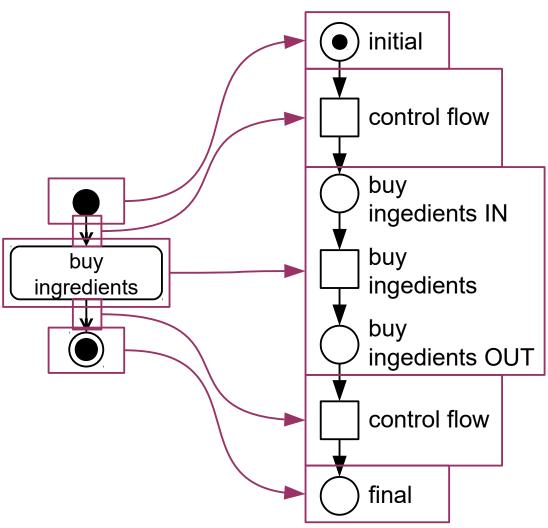




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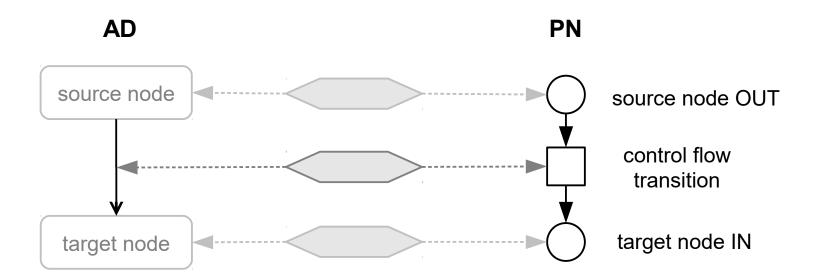
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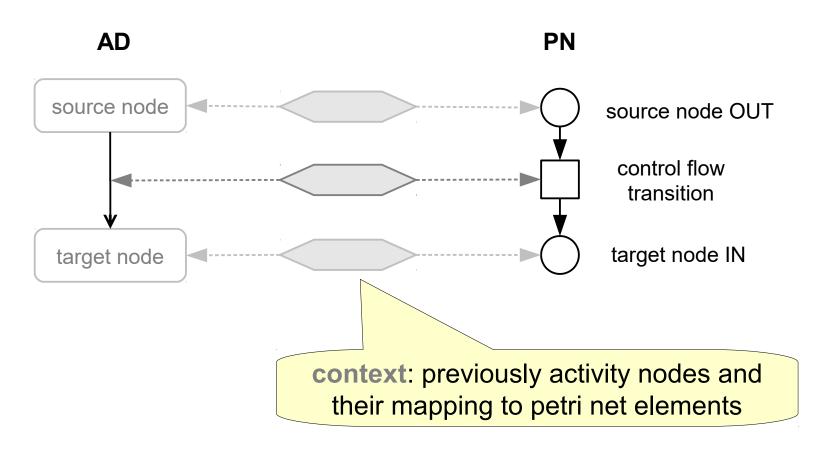


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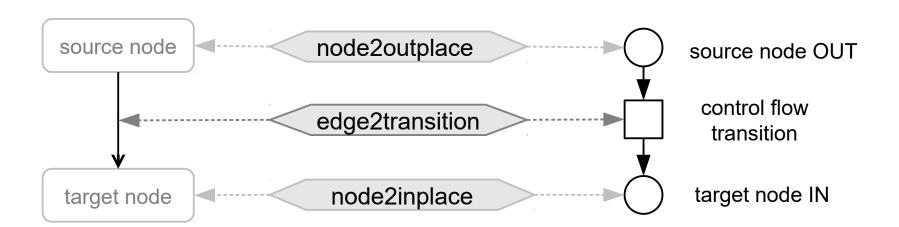


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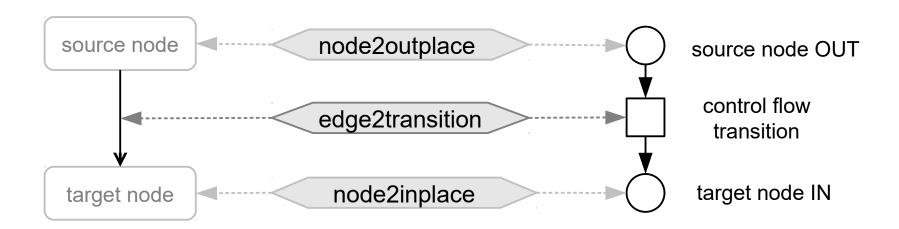


Idea 1: describe the mapping of models as a triple graph



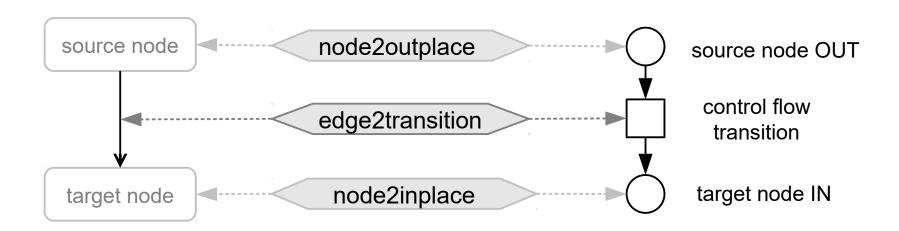


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- What does a triple graph consist of?



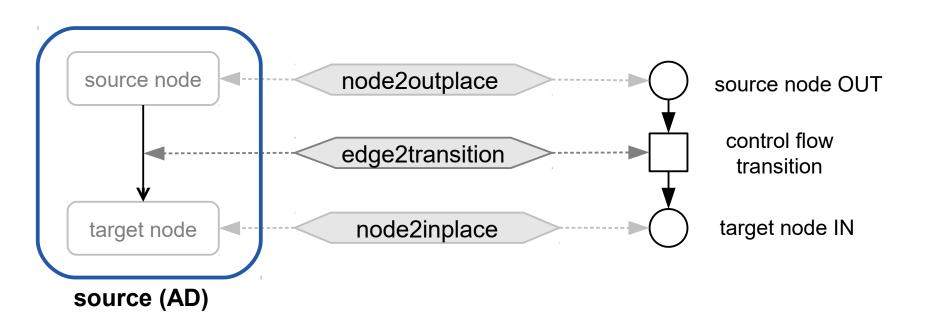


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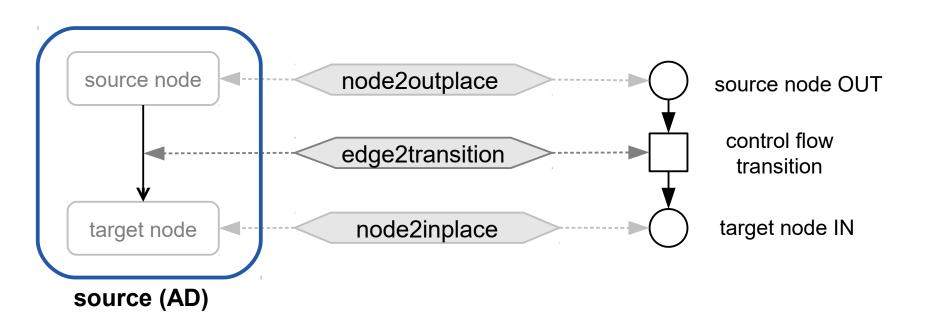


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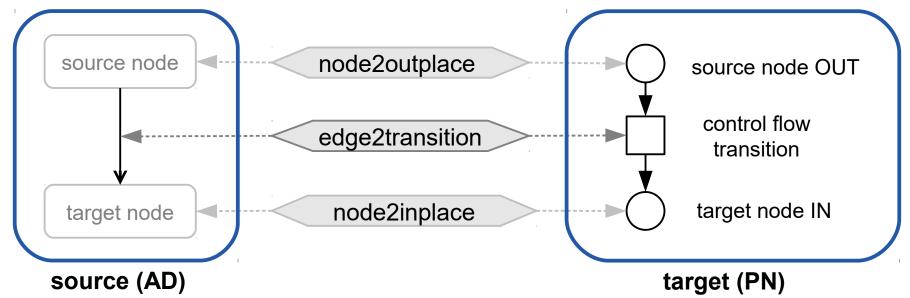


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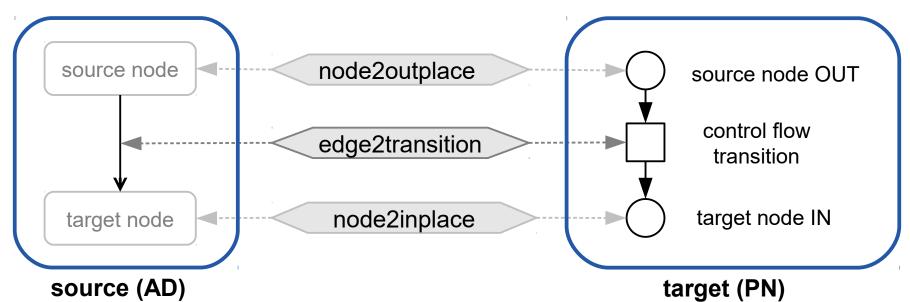


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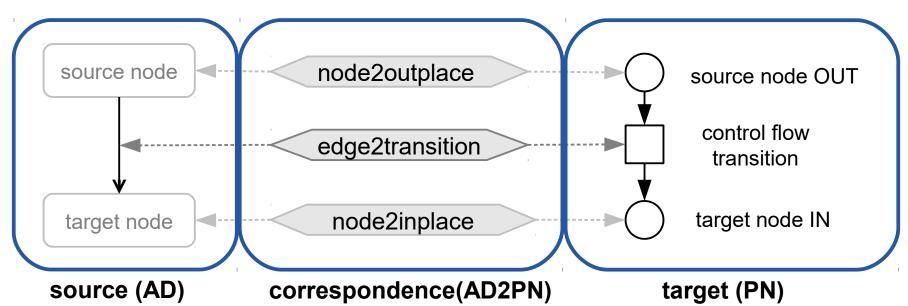


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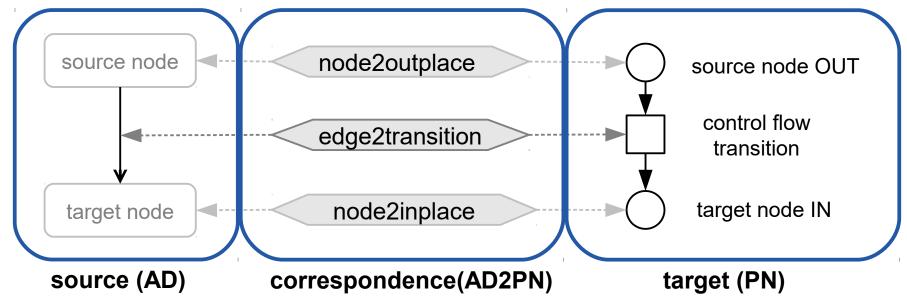
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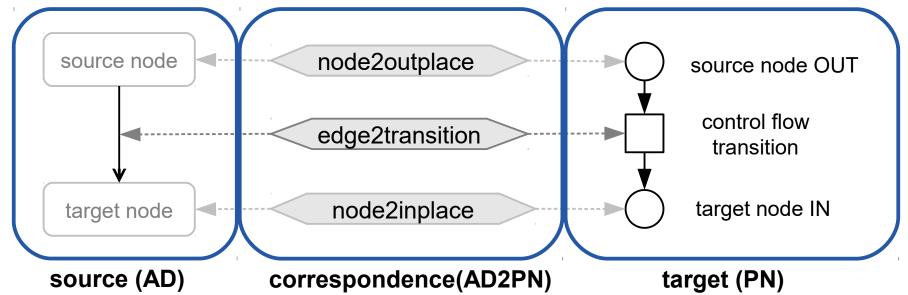
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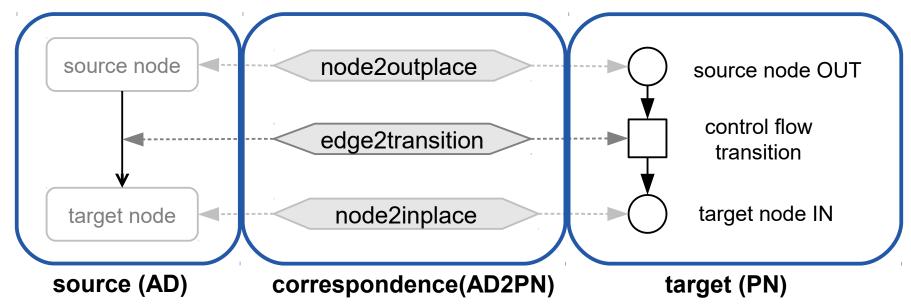
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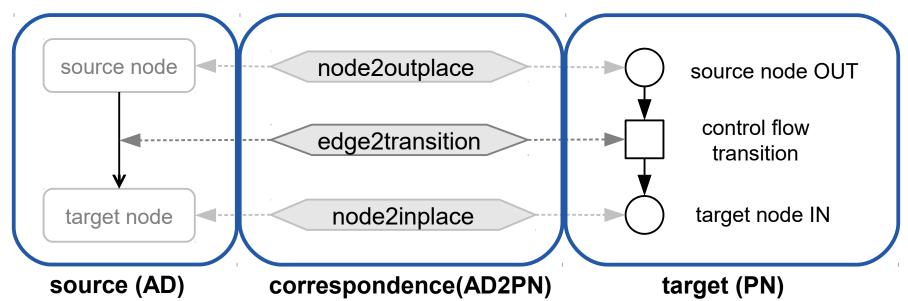
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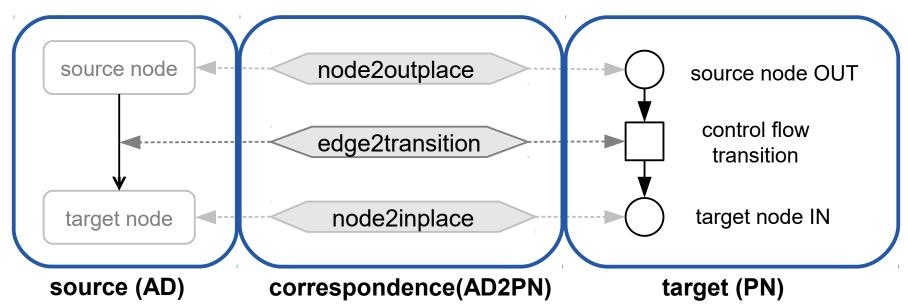


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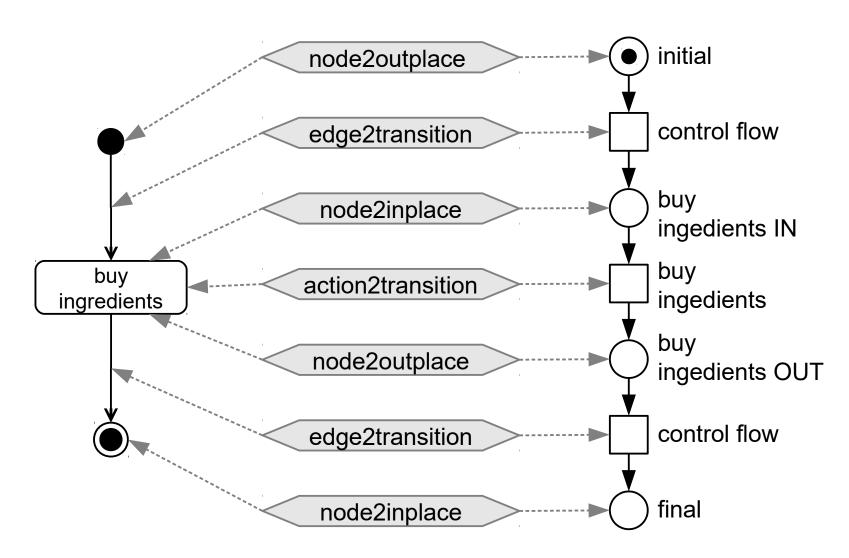


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 - correspondence domain: AD2PN





Example of a bigger triple graph

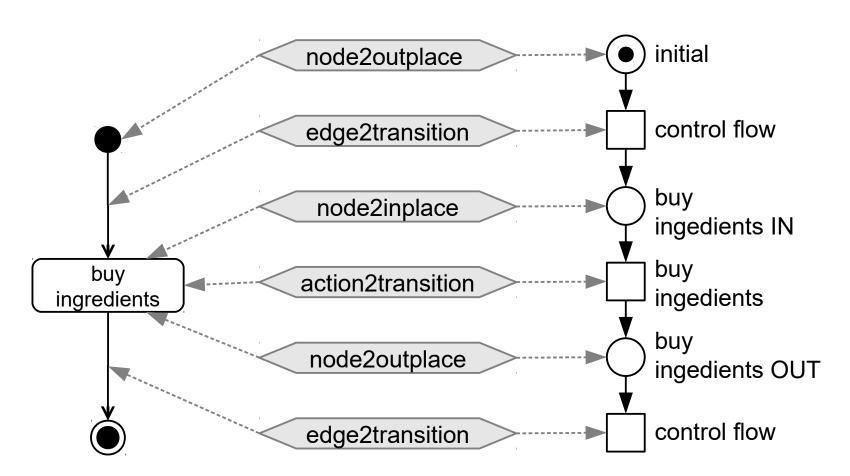




SOFTWARE

Triple Graphs

An "invalid" triple graph



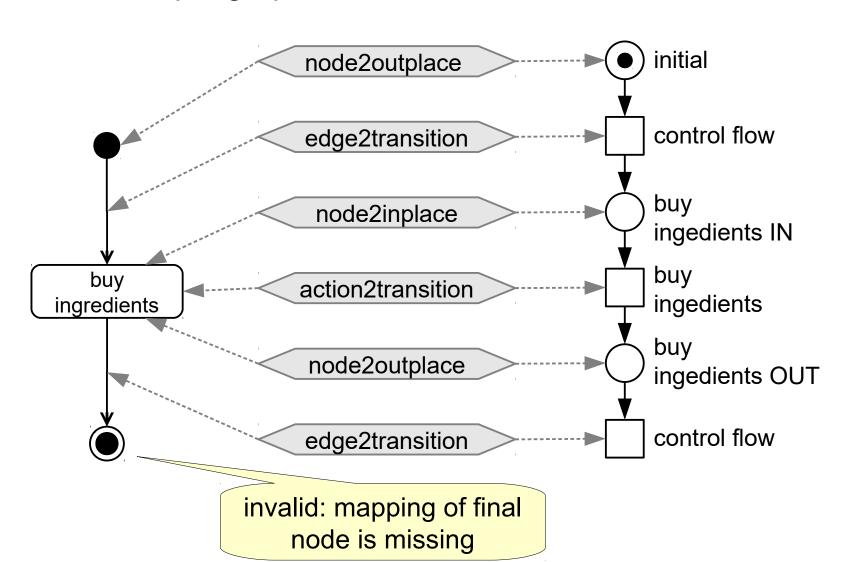


SOFTWARE

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Triple Graph Grammar (TGG)

in the last lecture...

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- **Idea 2**: Use a **graph grammar** that describes the production of valid triple graphs
 - Triple Graph Grammar (TGG)





in lecture 8...

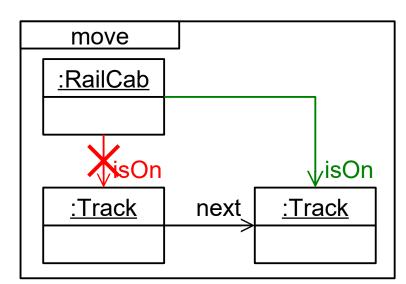
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 - a set of graph grammar rules

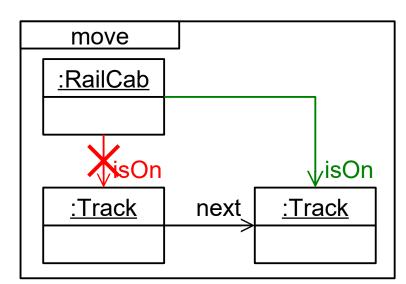


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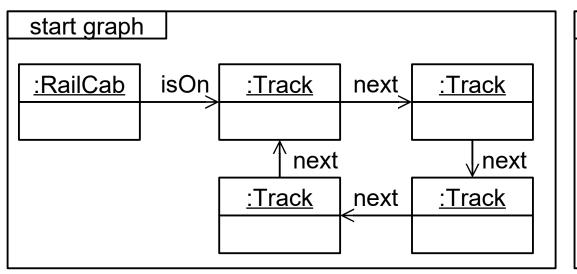


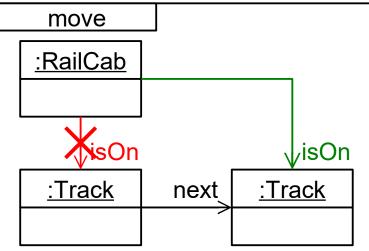
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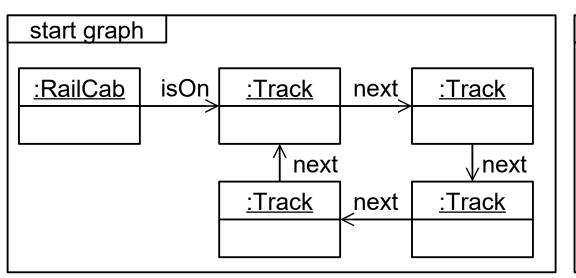
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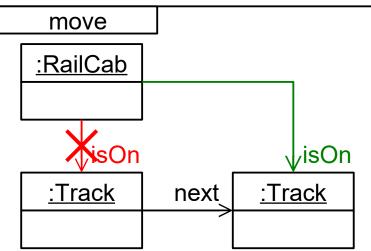






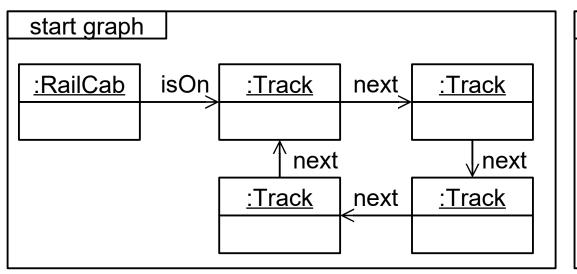
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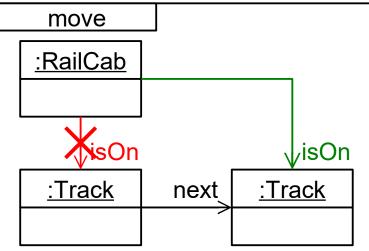






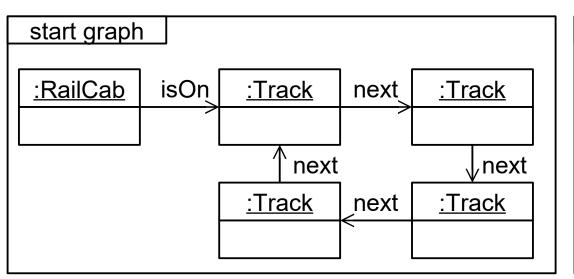
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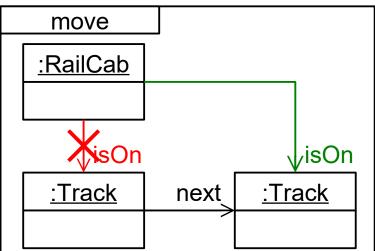






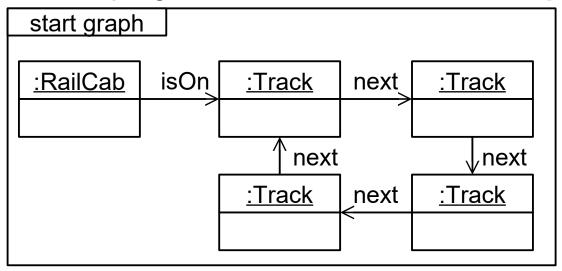
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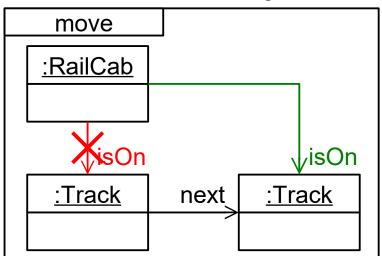






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- Graph grammars are also called Graph Transformation Systems







TGGs are also regular graph grammars



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 - hence, they also define a start graph or axiom
 (often a mapping of two model's root nodes)



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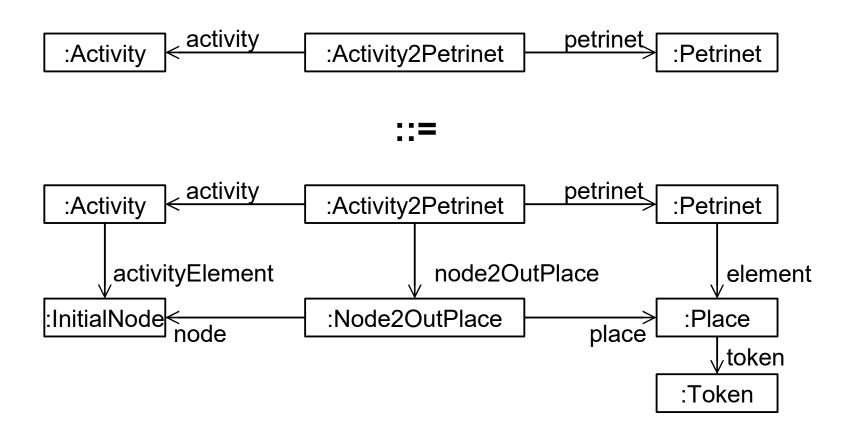
- The axiom is the smallest valid triple graph
 - as we will see, TGG rules are non-deleting



A TGG rule for extending a valid triple graph

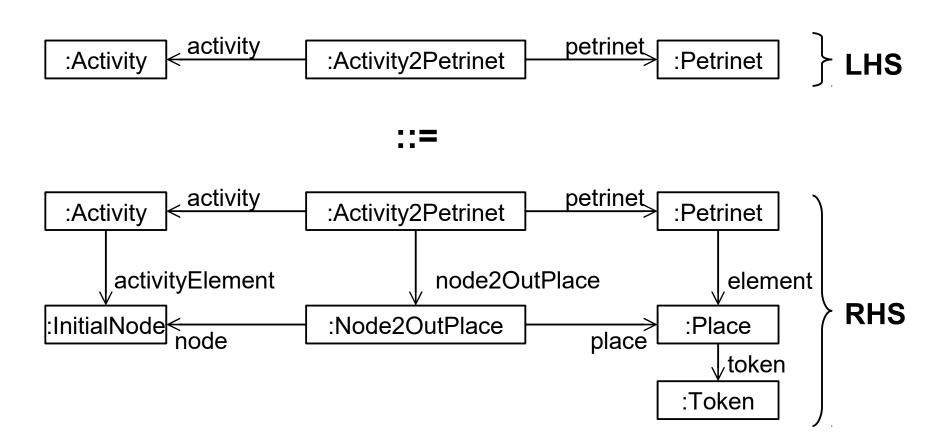


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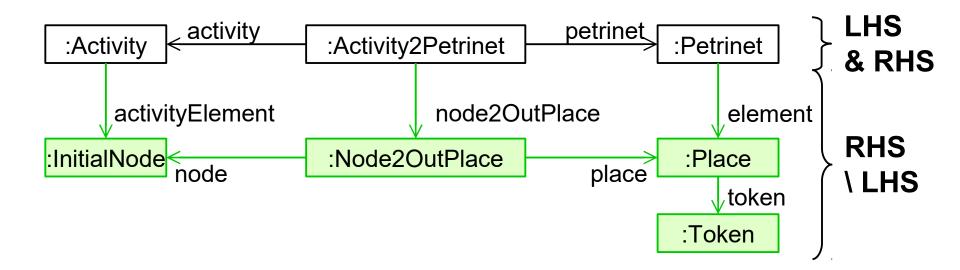


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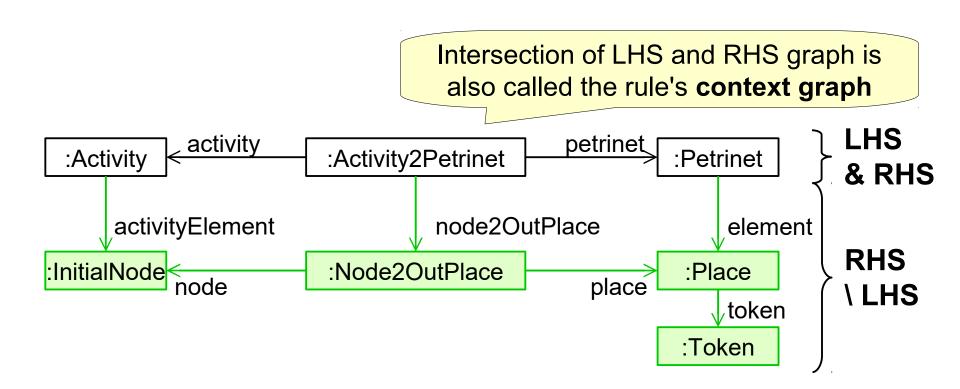


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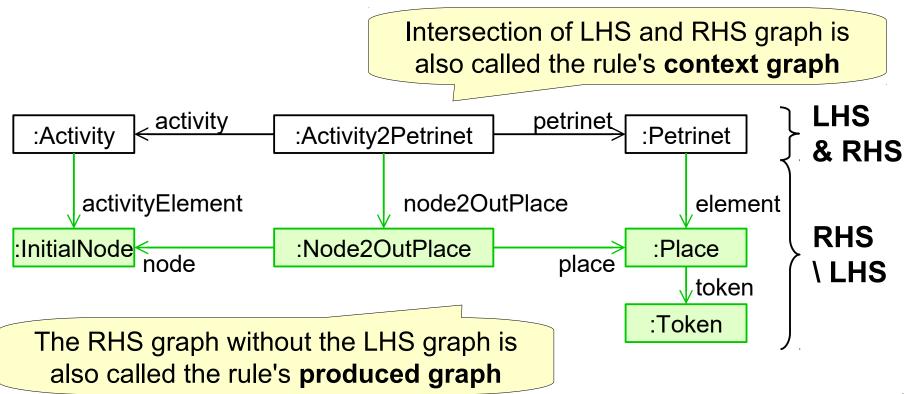


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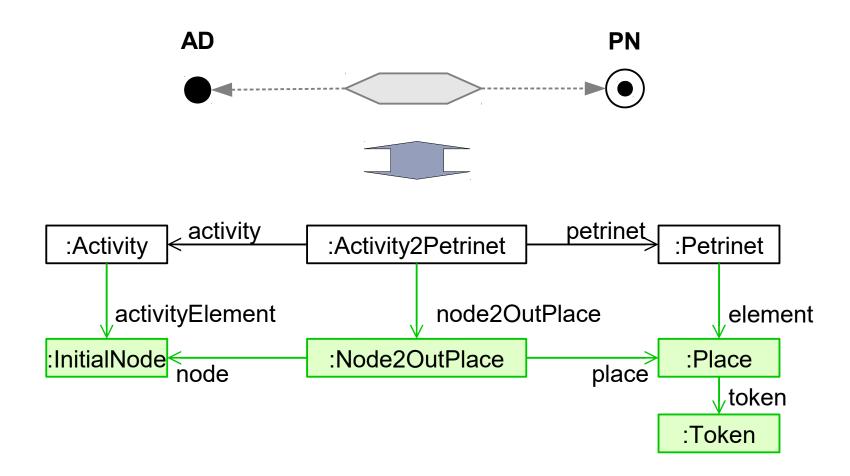


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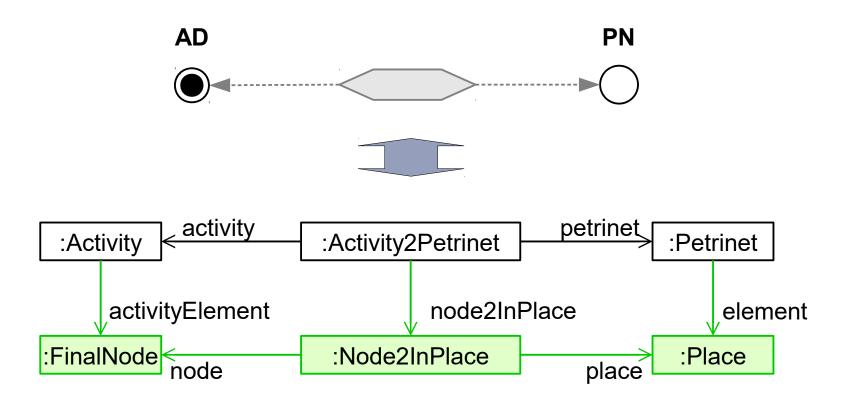


TGG rules are very close to the intuitive relation we described before

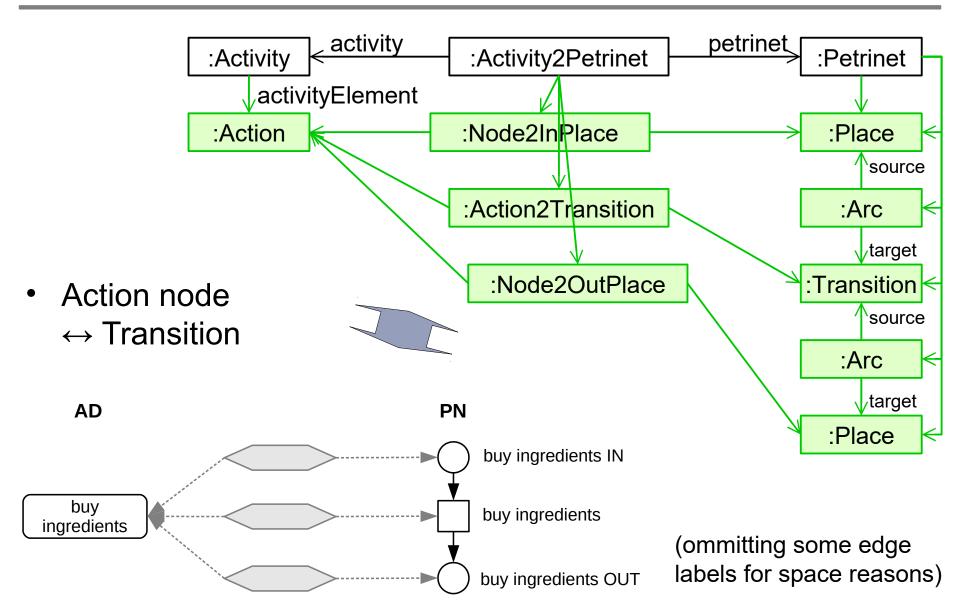




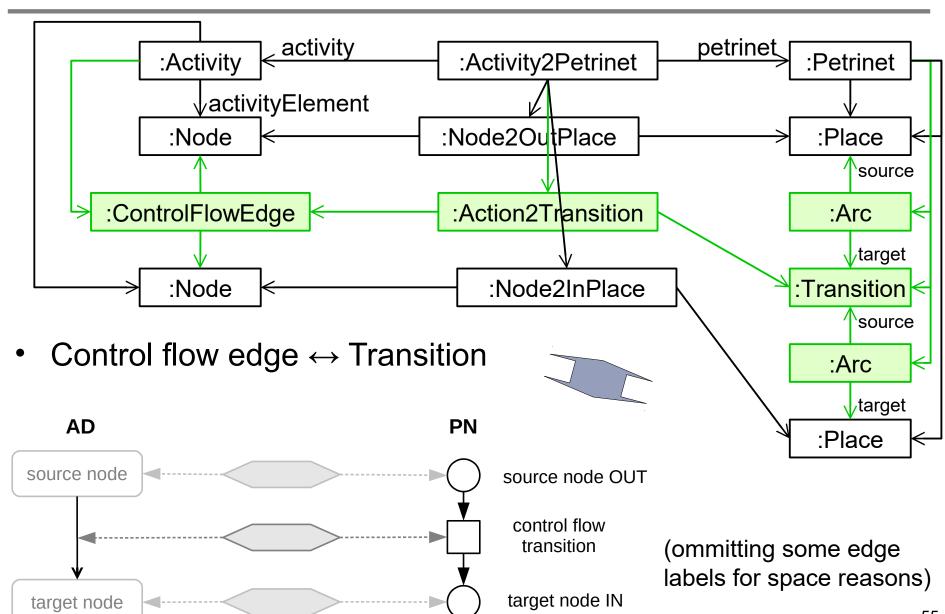
Final node
 ← Empty Place (similar to the rule before)













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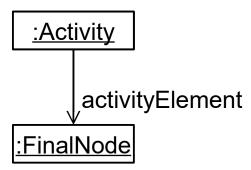
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 - transforming a given source model into a target model
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 - given a source and a target model, create the correspondence model to check whether they are valid corresponding models
 - synchronize given source and target models as changes happen in the source or target model

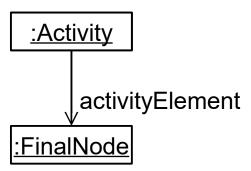


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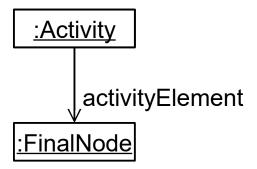


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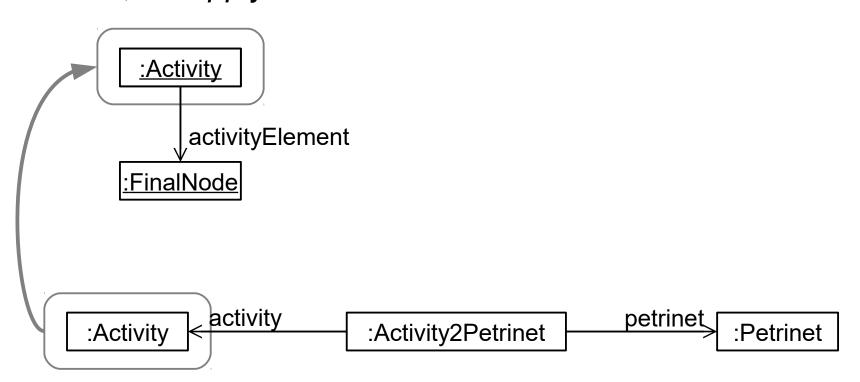
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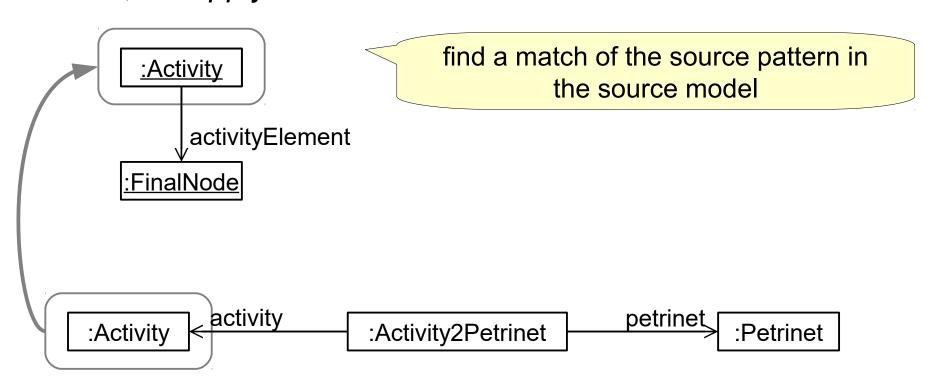


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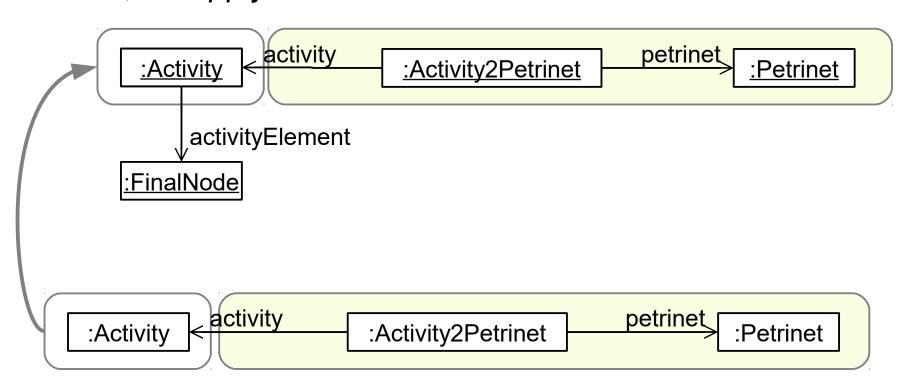


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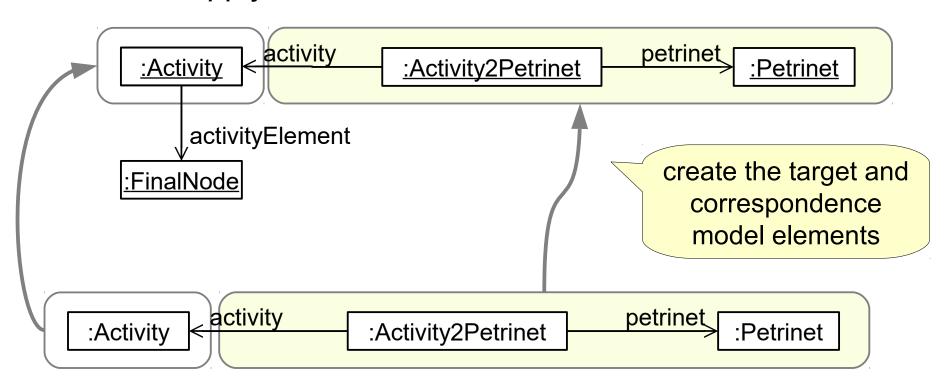


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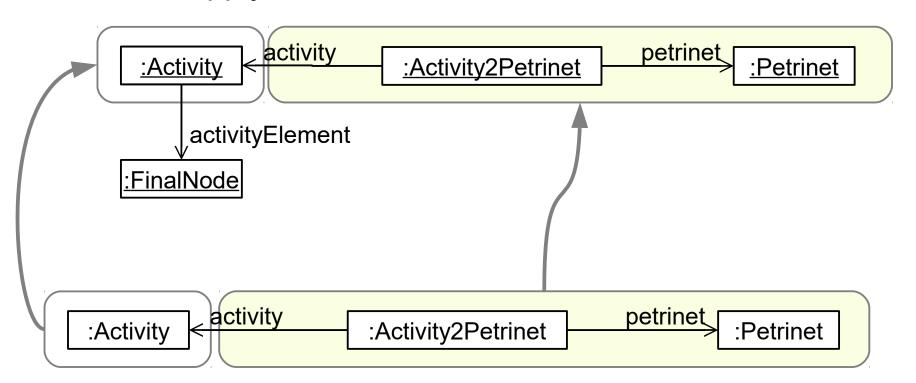


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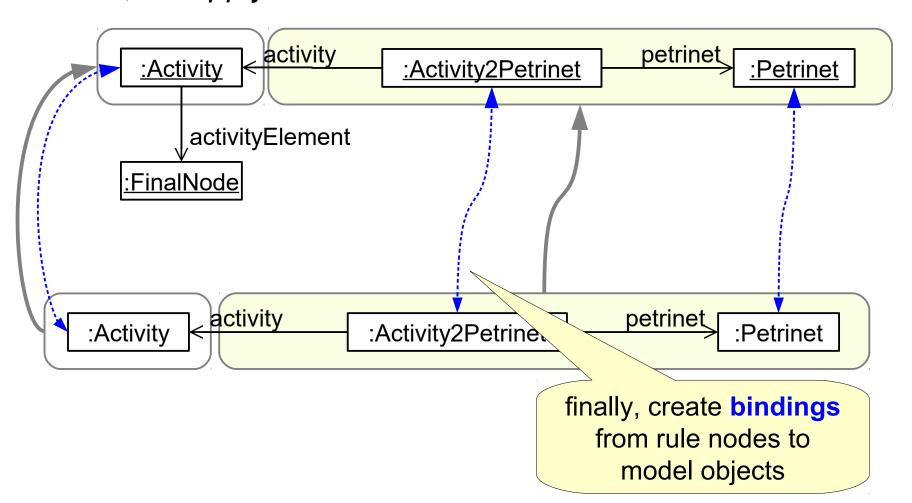


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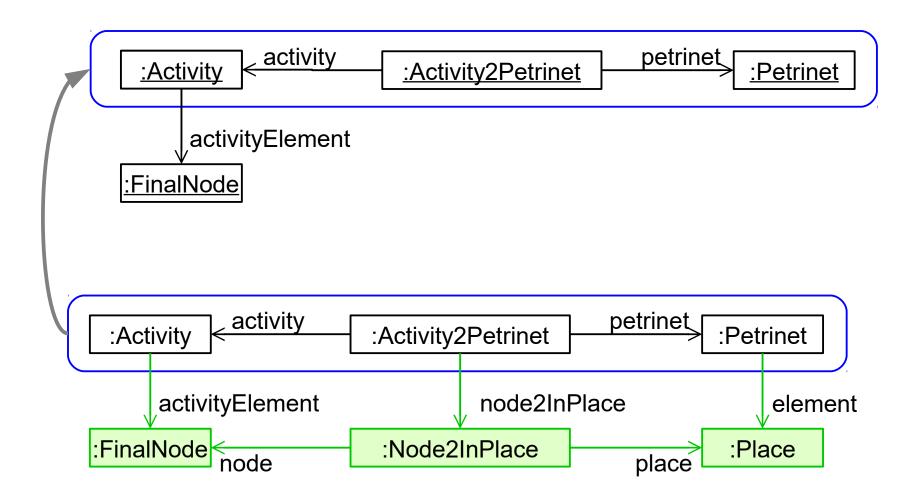


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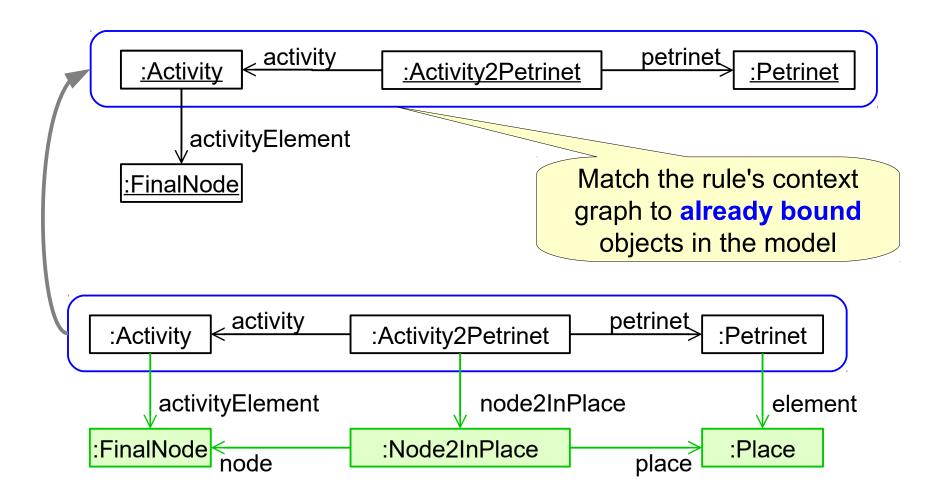


Then, find TGG rule that can be applied as follows:

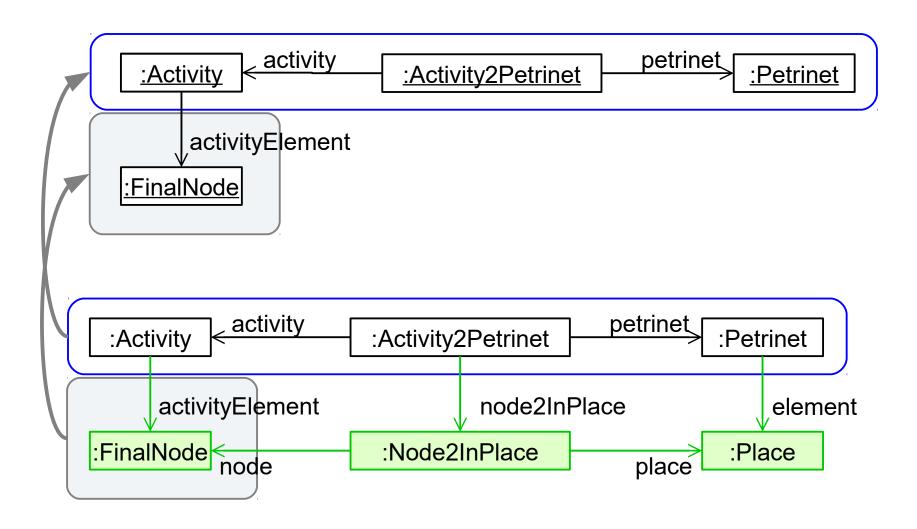




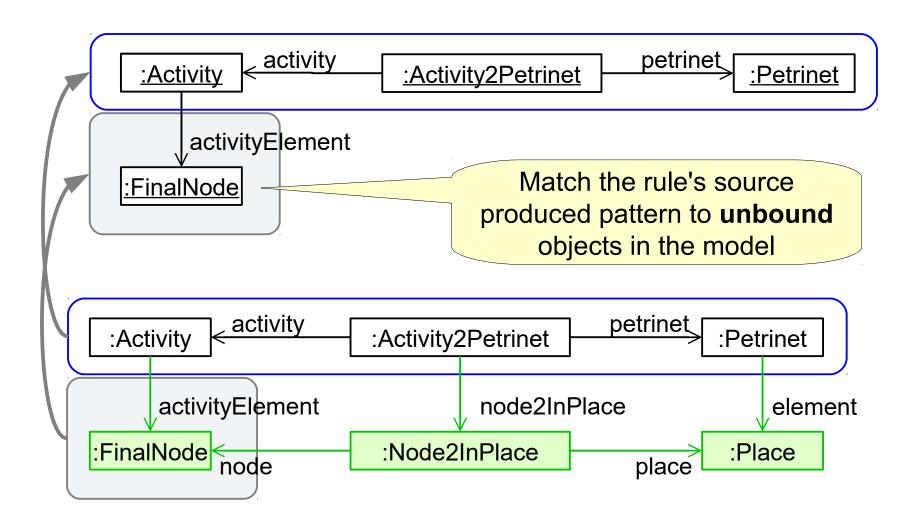
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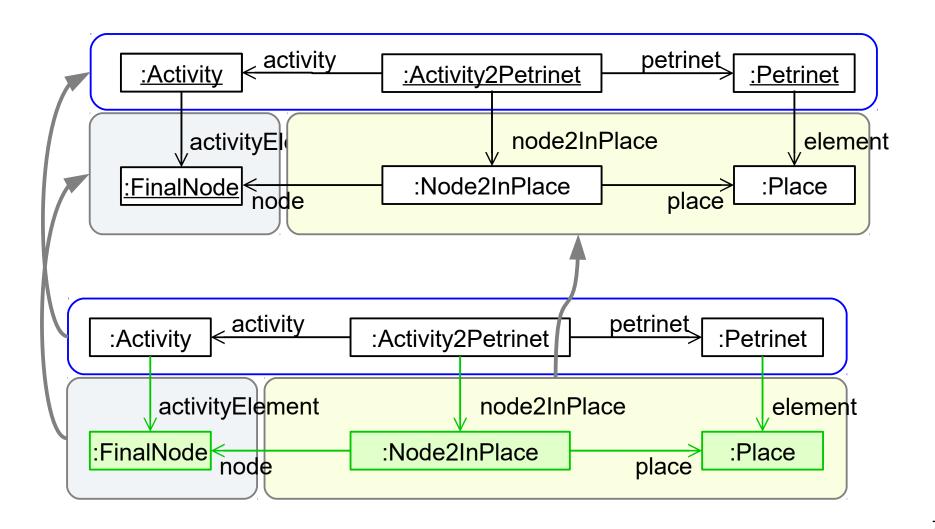




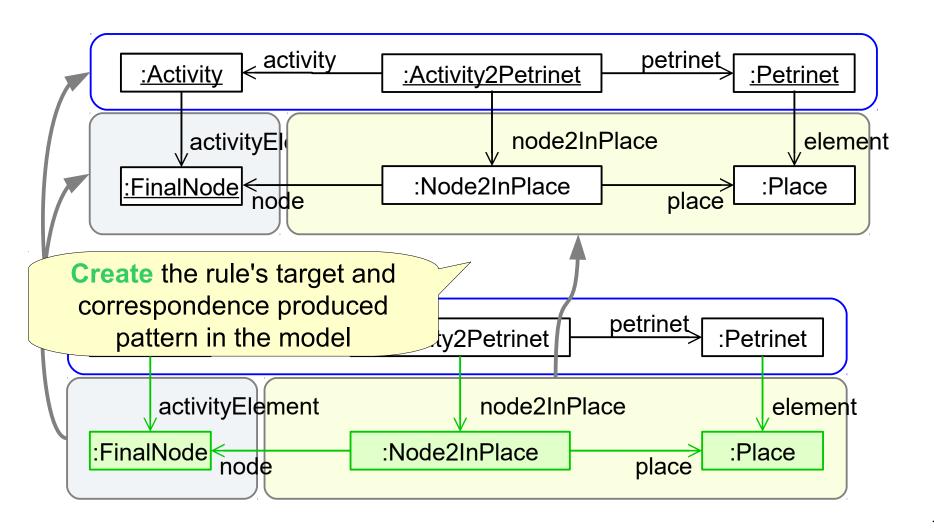




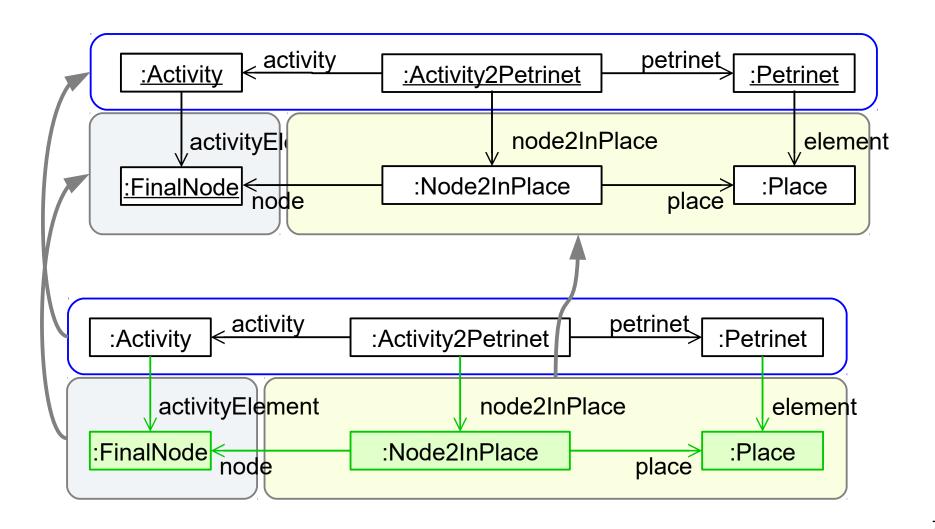




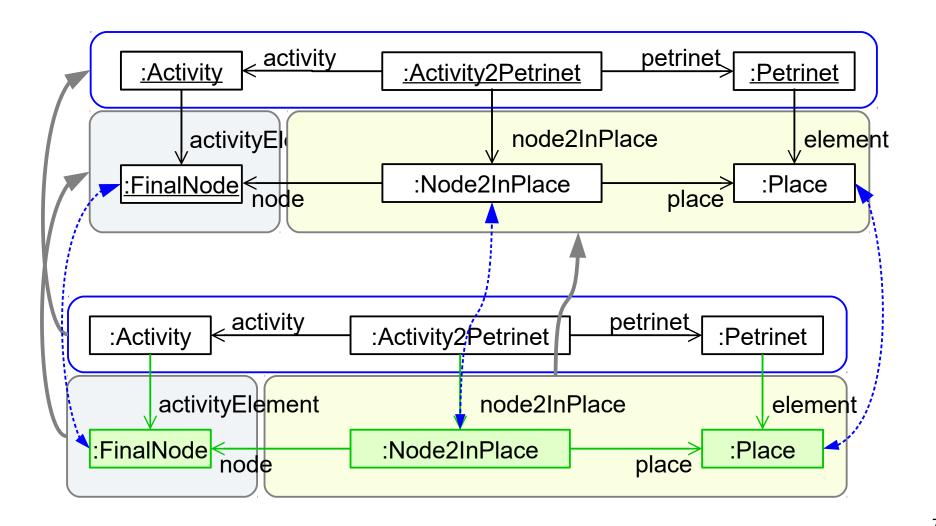




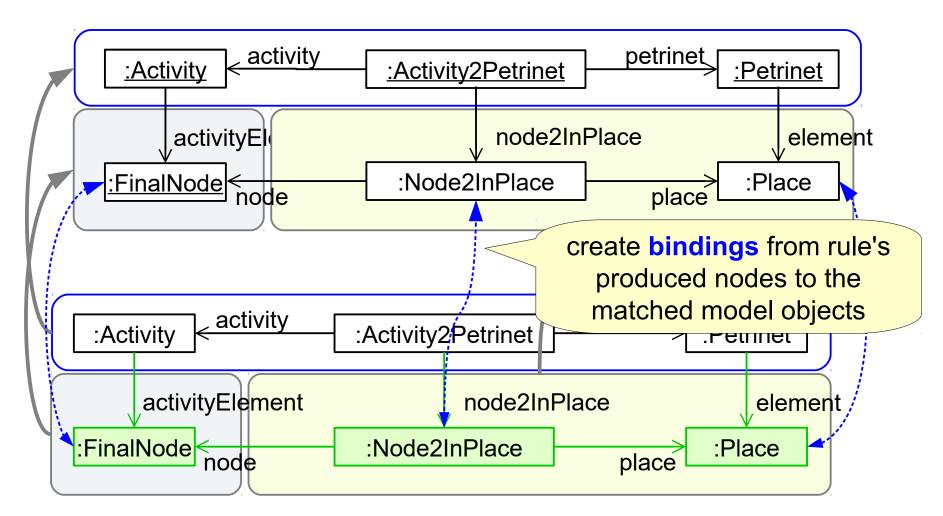






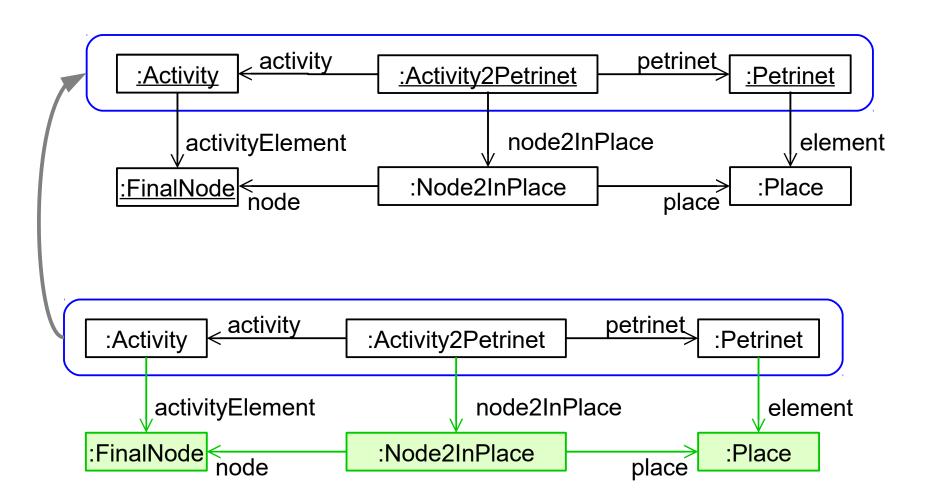








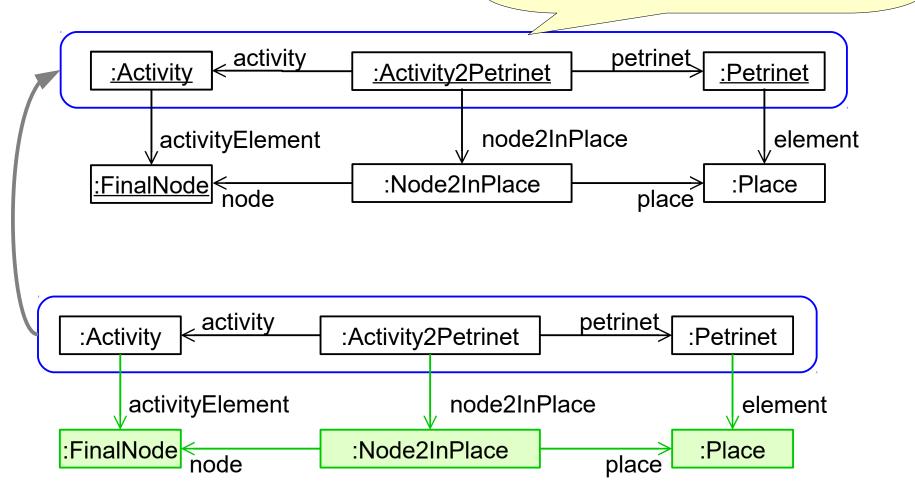
Can we apply the rule again?



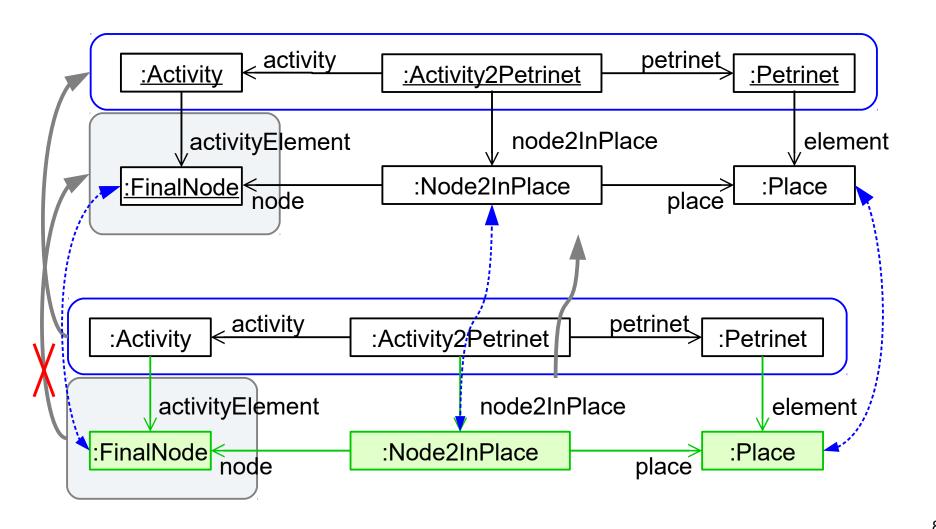


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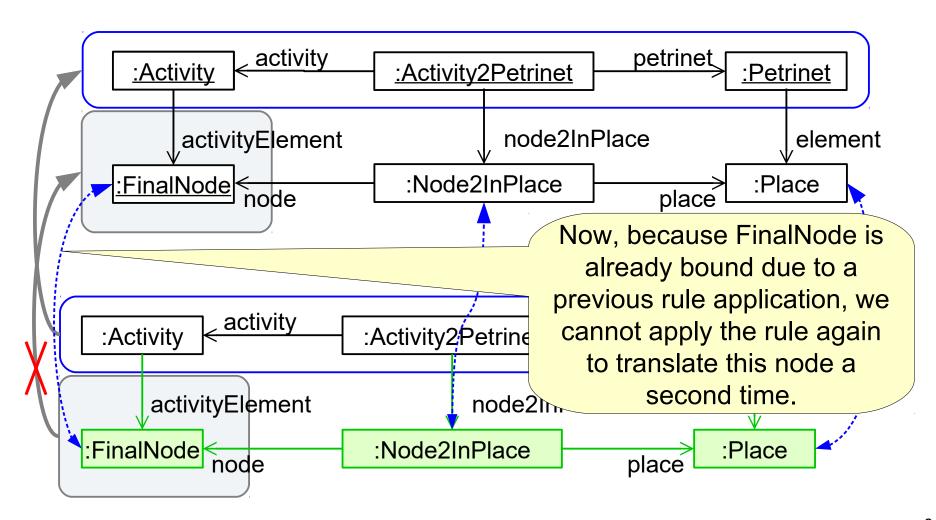
We can match the context graph pattern to already bound model elements, but...













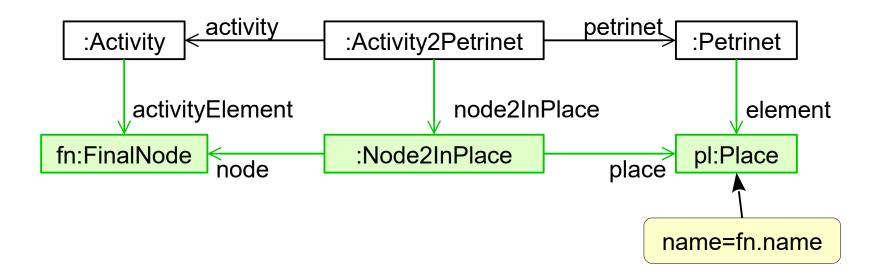
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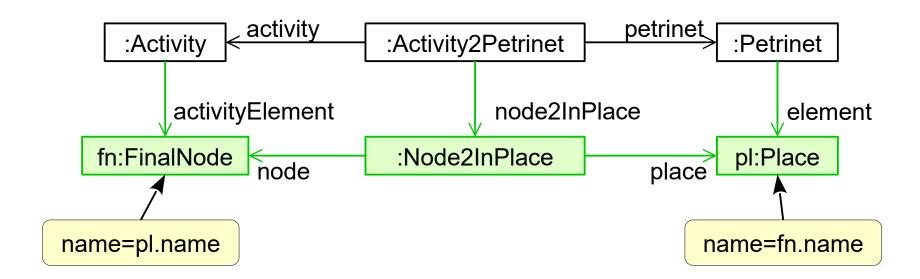


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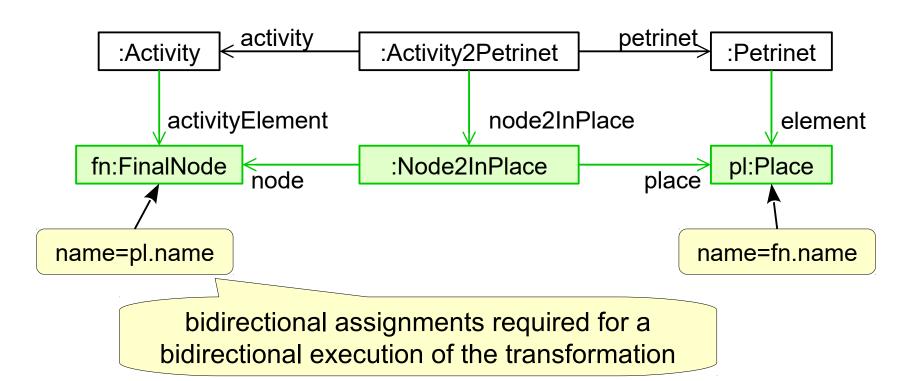


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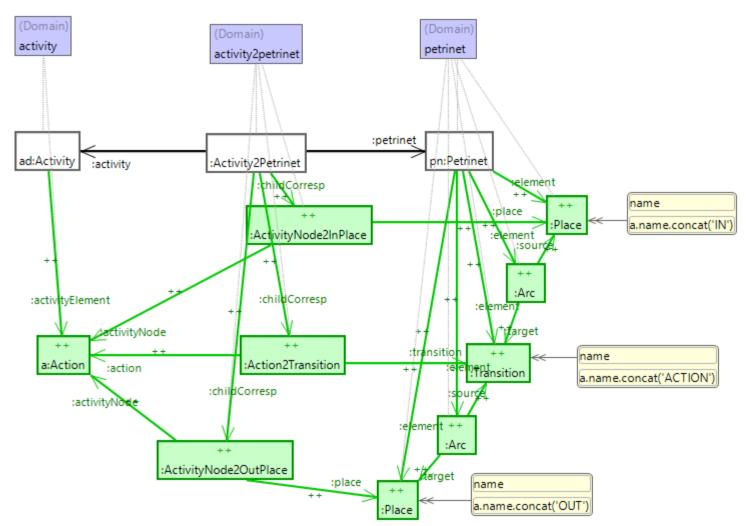
Tool Support

- Different academic and industrial tools exist:
 - TGG-Interpreter
 - eMOFLON
 - Fujaba
 - MDELab
 - EMorF



TGG Interpreter

 Screenshot of a TGG rule diagram in the editor of the TGG Interpreter tool:







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- Debugging is difficult
 - Approaches exist, but still hard to find problems, especially when rule application is non-deterministic



Advantages

- declarative: model corresponding patterns instead of programming the exact transformation procedure
 - Equivalent imperative program often significantly more complex!
- visual representation of the corresponding graph structures
 - enhances comprehension of the transformation

- visual rules are nice as long as rules are not bigger than screen
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- Only works well if source and target models have a similar structure



5.5. Model-to-model transformation – Query/View/Transformation





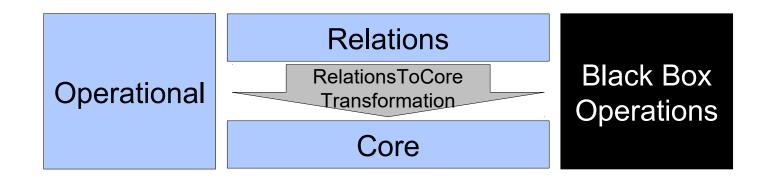
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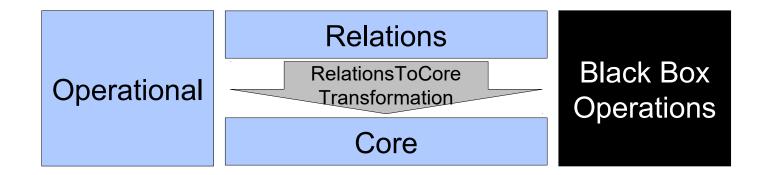


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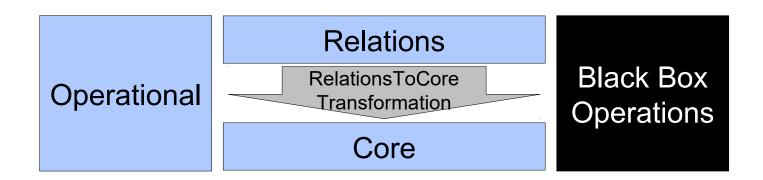


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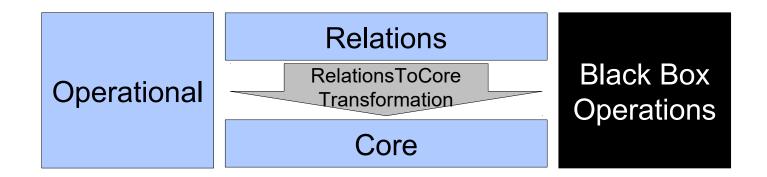


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 - QVT-Operational: An imperative language
 - Black-Box Operations: Ability to integrate other model transformation or programming languages

