



Anthony Anjorin

DECLARATIVE MODEL TRANSFORMATIONS WITH TRIPLE GRAPH GRAMMARS

The Great Kitchen Redesign • Taco's Organization • Public

Ideas

- Get a new window valence to match the cabinet colors
 
- Install pot rack over the island
 
- Replace drawer knobs with antique ones
 

Add a card...

To Do

- Adjust water pressure of the sink
 
- Remove old refrigerator and stove
 
- Install new sink
 
- Install new flooring
 
- Buy paint for cabinets
 

Add a card...

Doing

- Pick countertop colors
 
- Buy new kitchen cart
 
- Design new kitchen space
 

Add a card...

Done!

- Call contractor
 
- Pick faucet to match new sink
 

Add a card...

Trello

Bobby Grace

Menu

Members

Activity

- Adam Simms changed the background of this board. Jul 7 at 2:06 pm
- Adam Simms changed the background of this board. Jul 7 at 2:05 pm
- Tracey Marlow moved Pick faucet to match new sink from Doing to Done!. Jun 23 at 2:43 pm
- Adam Simms renamed this board (from Remodel the Kitchen). Jun 23 at 2:30 pm
- Tracey Marlow joined Pick faucet to match new sink. Jun 23 at 1:41 pm
- Tracey Marlow joined Remove old refrigerator and stove. Jun 23 at 1:40 pm
- Tracey Marlow joined Replace drawer knobs with

<https://trello.com>

Anthony Anjorin

ACCOUNT

EXPERIMENTAL

 Updated Card Back  Sync 

Warning: Sync is experimental and may cause data loss. When enabled, certain edits are possible without a network connection. If you notice any problems, or just have general feedback please contact us by tapping below. We want to hear from you!

 Sync Queue Send Sync Feedback

ABOUT

 Record Feedback

Boards



Search



Notifications



Account



What is “bx” /box/?

incremental updates

model synchronisation

...

bx = bidirectional transformations

change propagation

consistency restoration

reversible computations



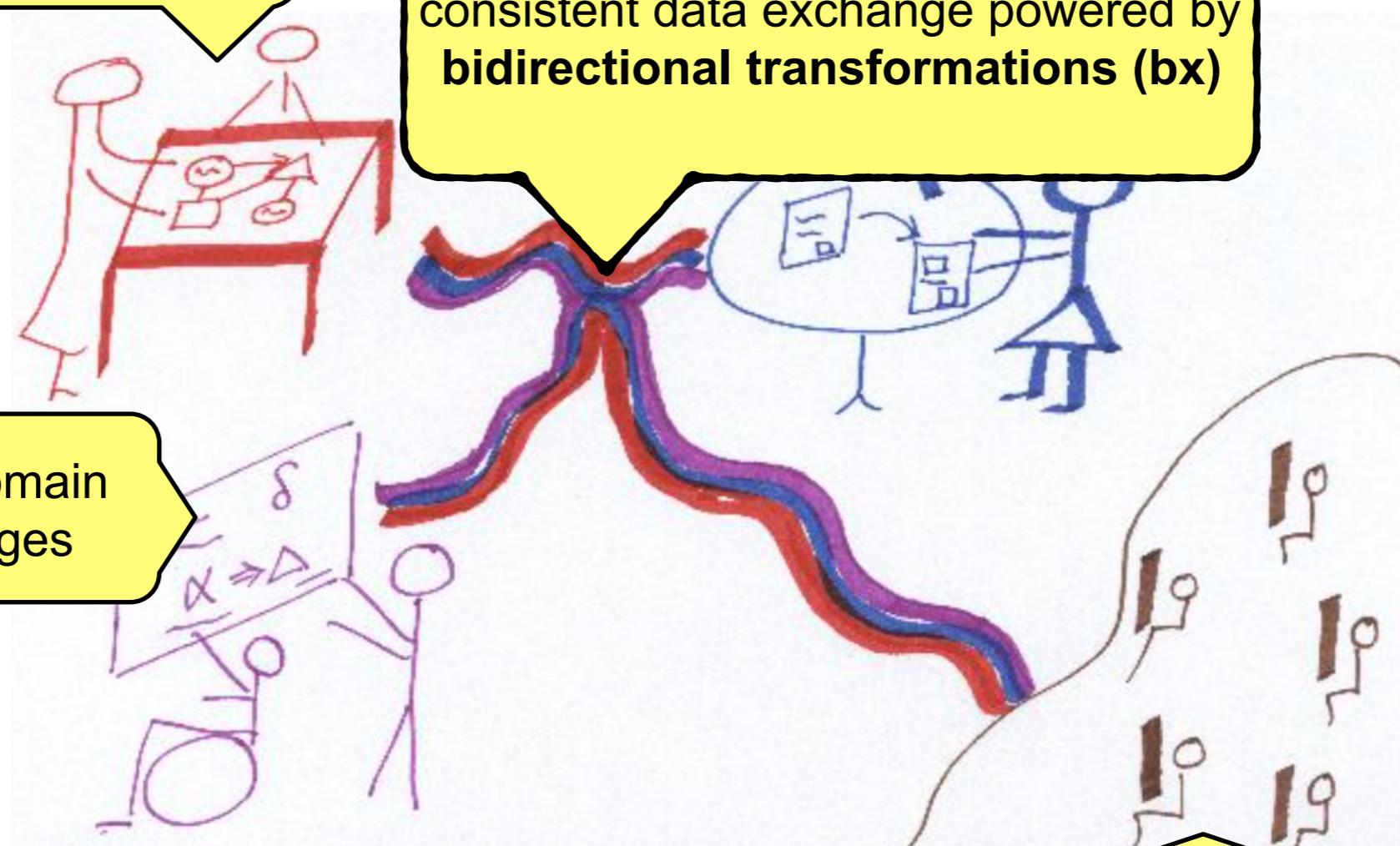
Model-Driven Engineering Vision: 2066

domain experts should be able to solve problems **in** their respective domains

consistent data exchange powered by **bidirectional transformations (bx)**

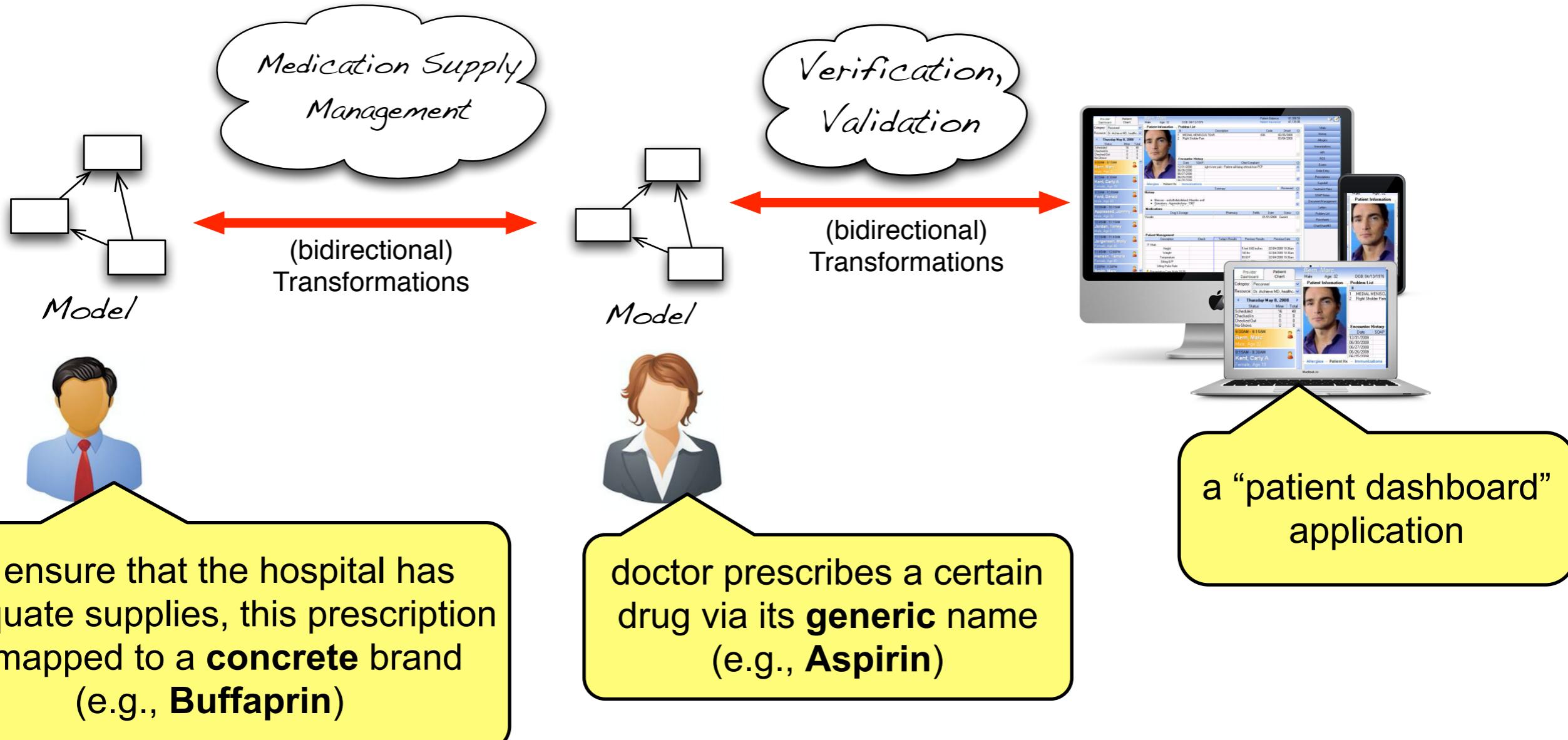
using suitable domain specific languages

end users can rely on a **consistent** software system



Perdita Stevens: <https://youtu.be/sxhGwJkcDul>

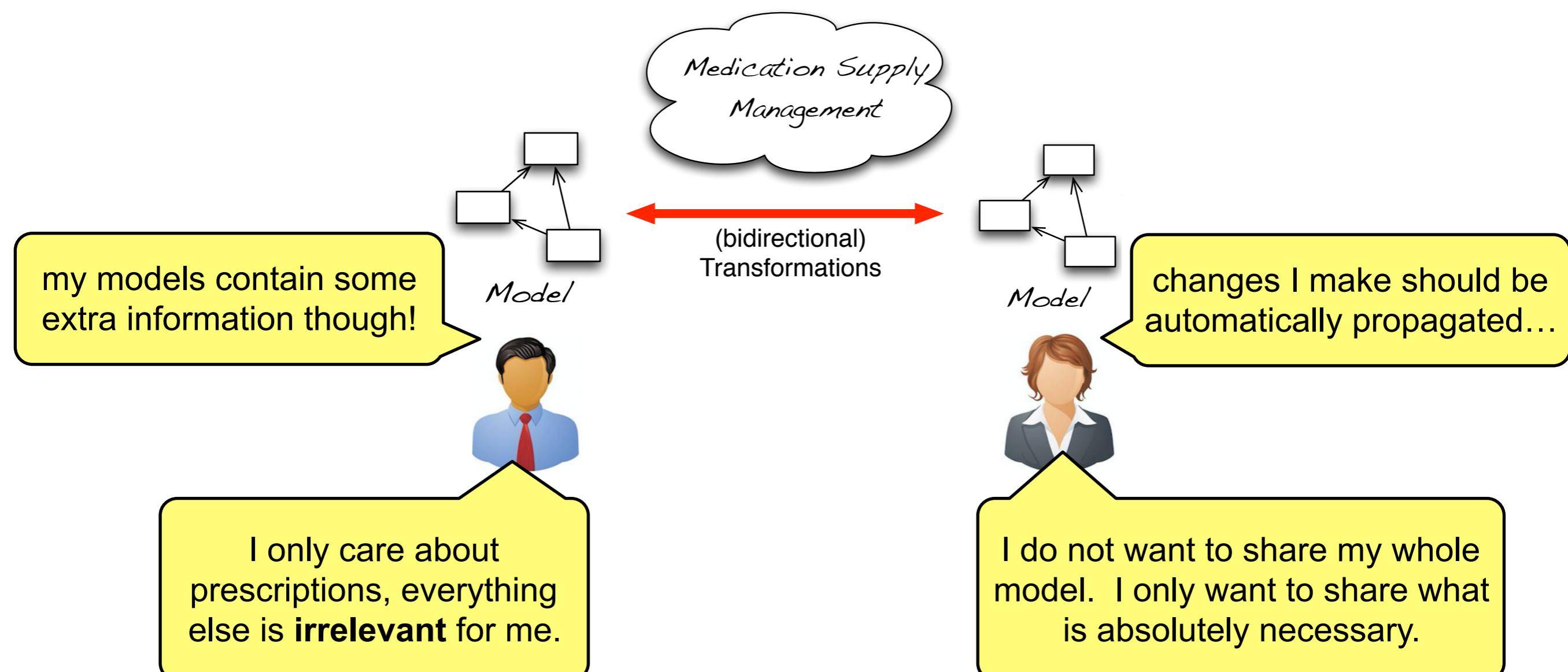
Our Example: A MediWare Application



Jens H. Weber, Simon Diemert, Morgan Price:
Using Graph Transformations for Formalizing Prescriptions and Monitoring Adherence.
ICGT 2015: 205-220

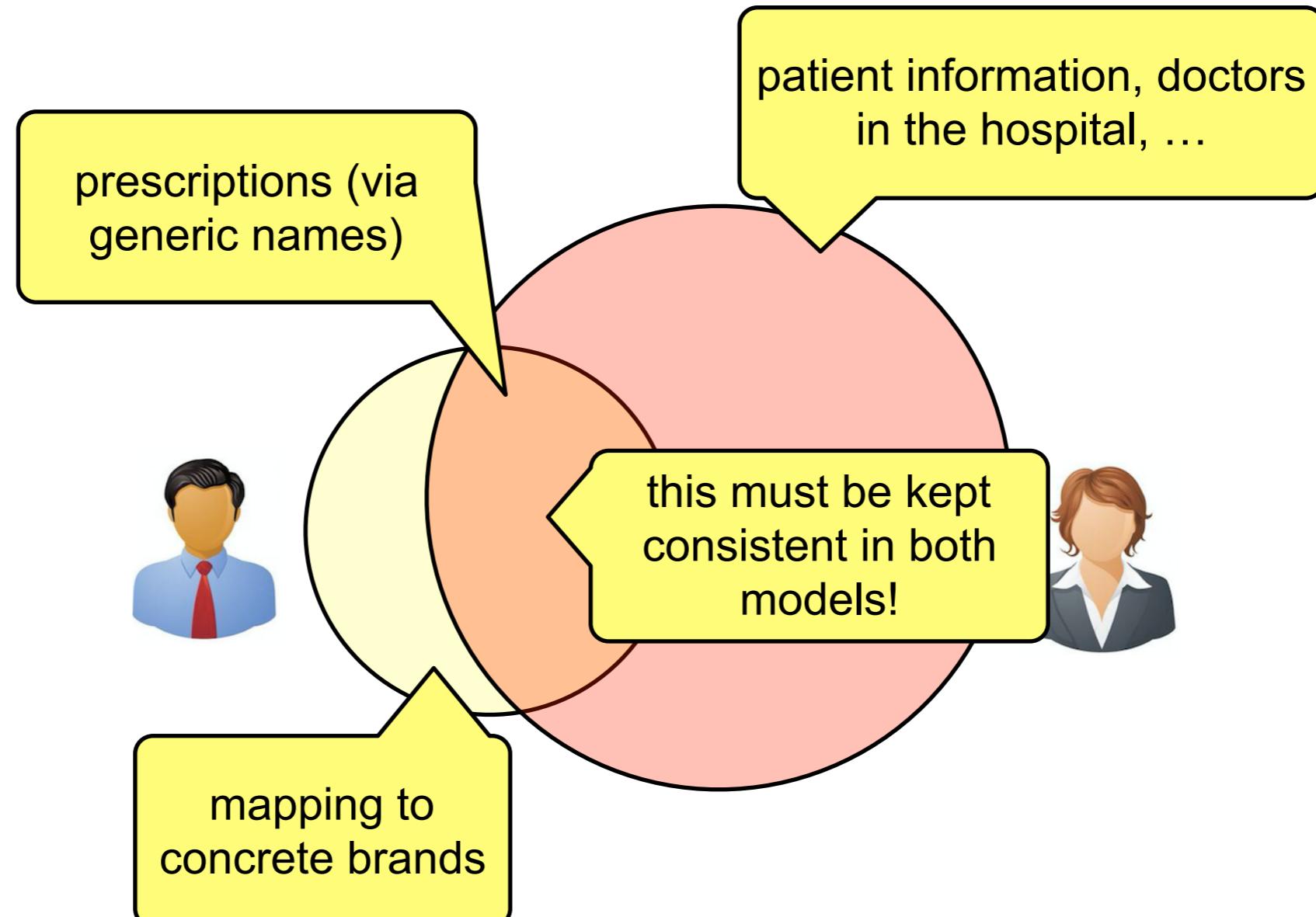


Our Running Example: A MediWare Application



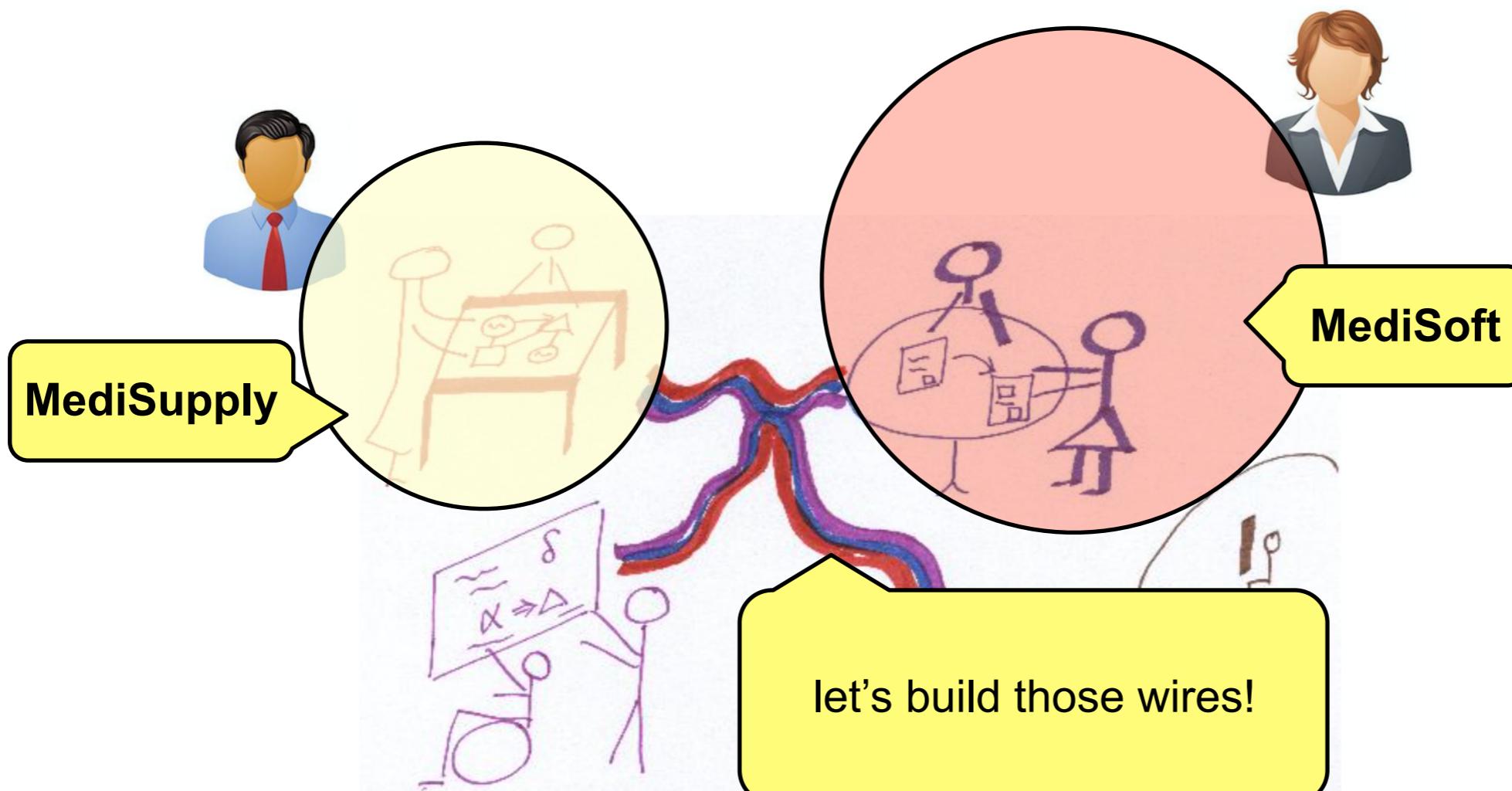


Consistency Maintenance





MDE Vision: 2066

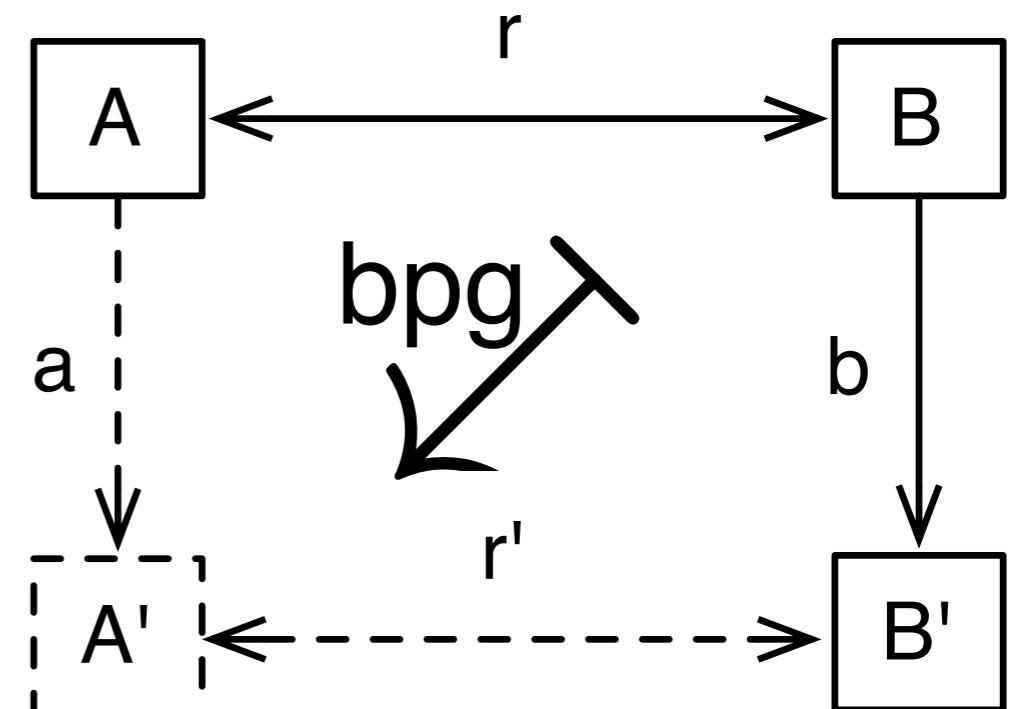
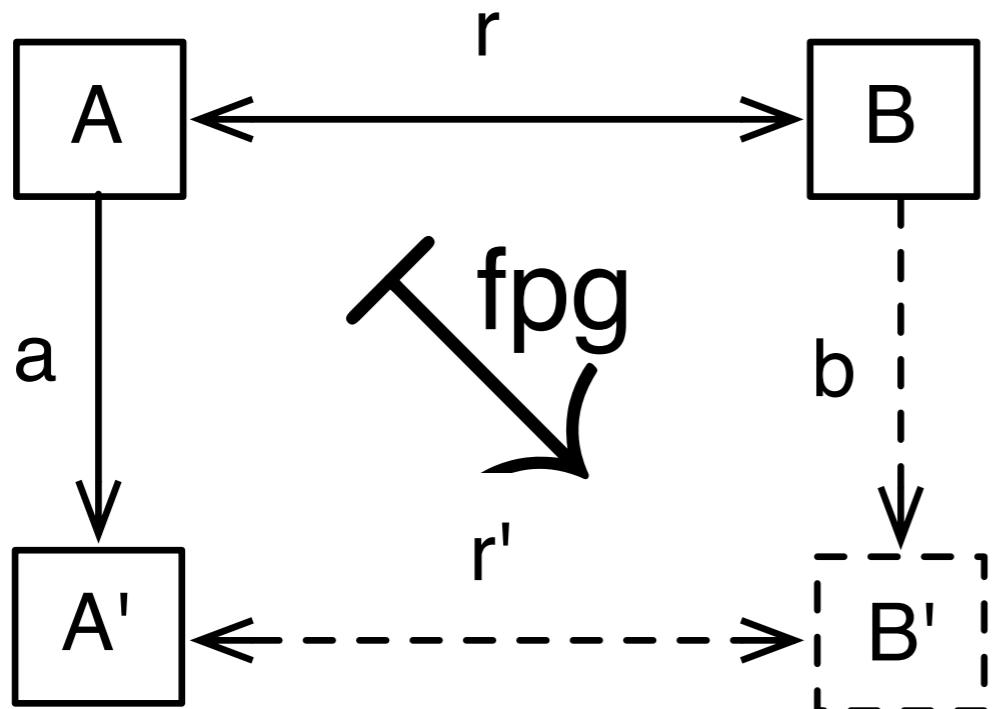


Perdita Stevens: <https://youtu.be/sxhGwJkcDul>



The name of the *bx* game

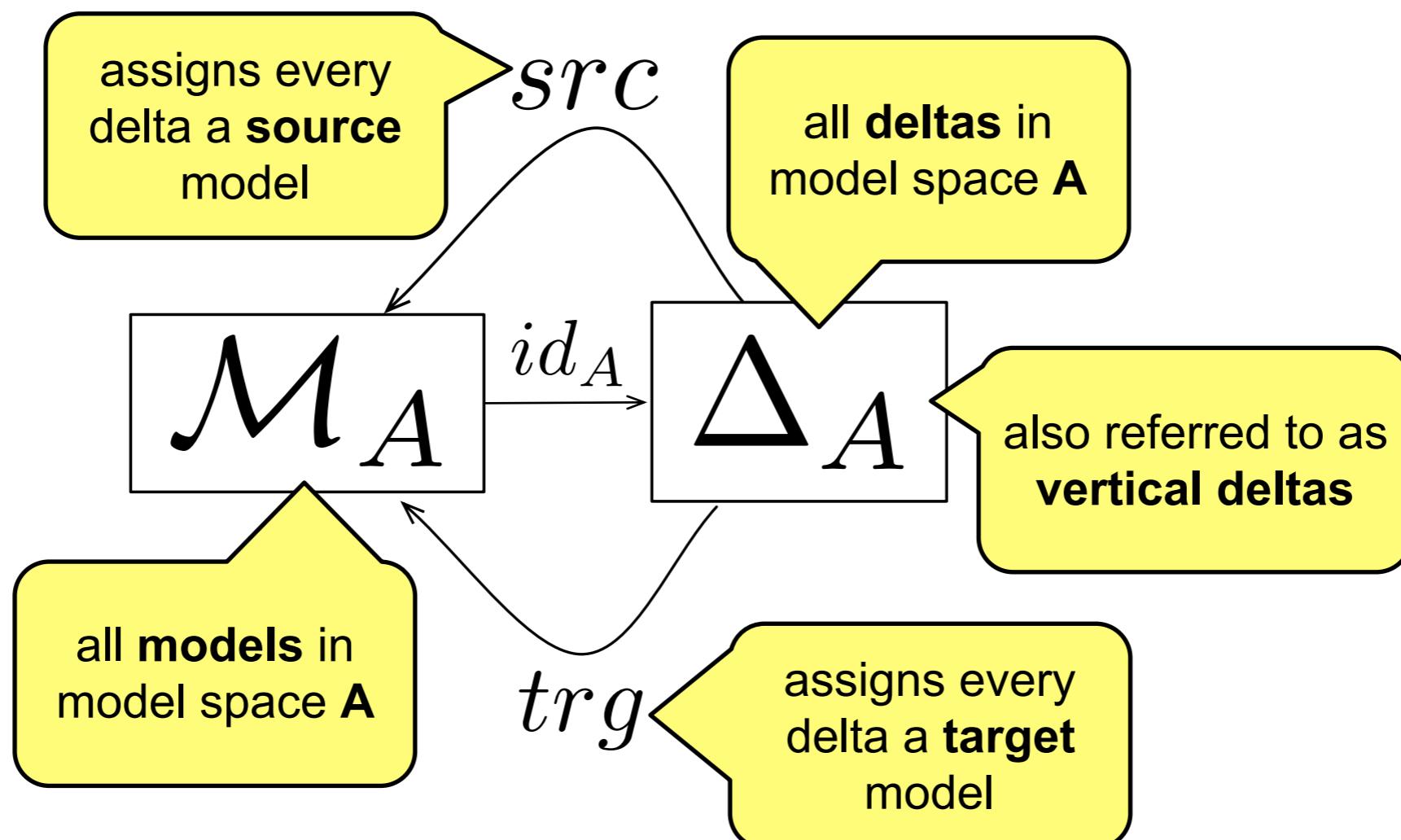
Nodes are models,
arrows are deltas,
dashed outline indicates
derived elements





What's a Model Space?

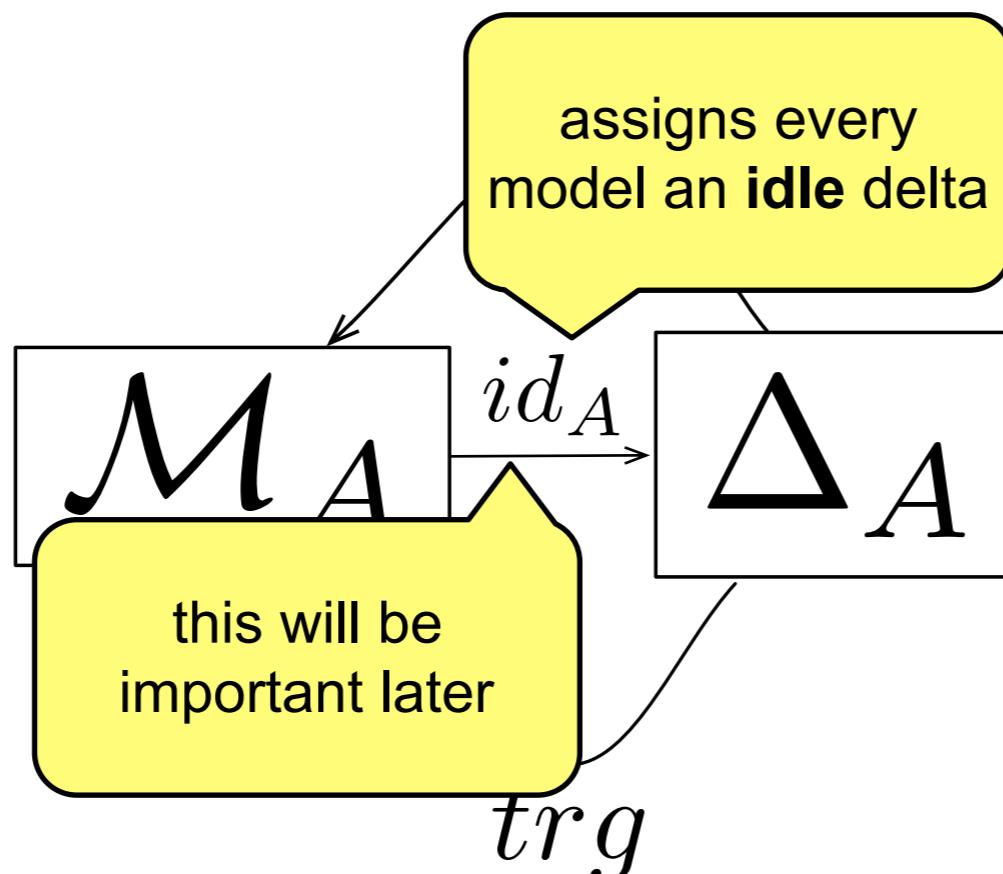
Nodes are sets, arrows
are total functions





What's a Model Space?

Nodes are sets, arrows
are total functions





What's a Triple Space?

Nodes are sets, arrows
are total functions



all models in
model space A

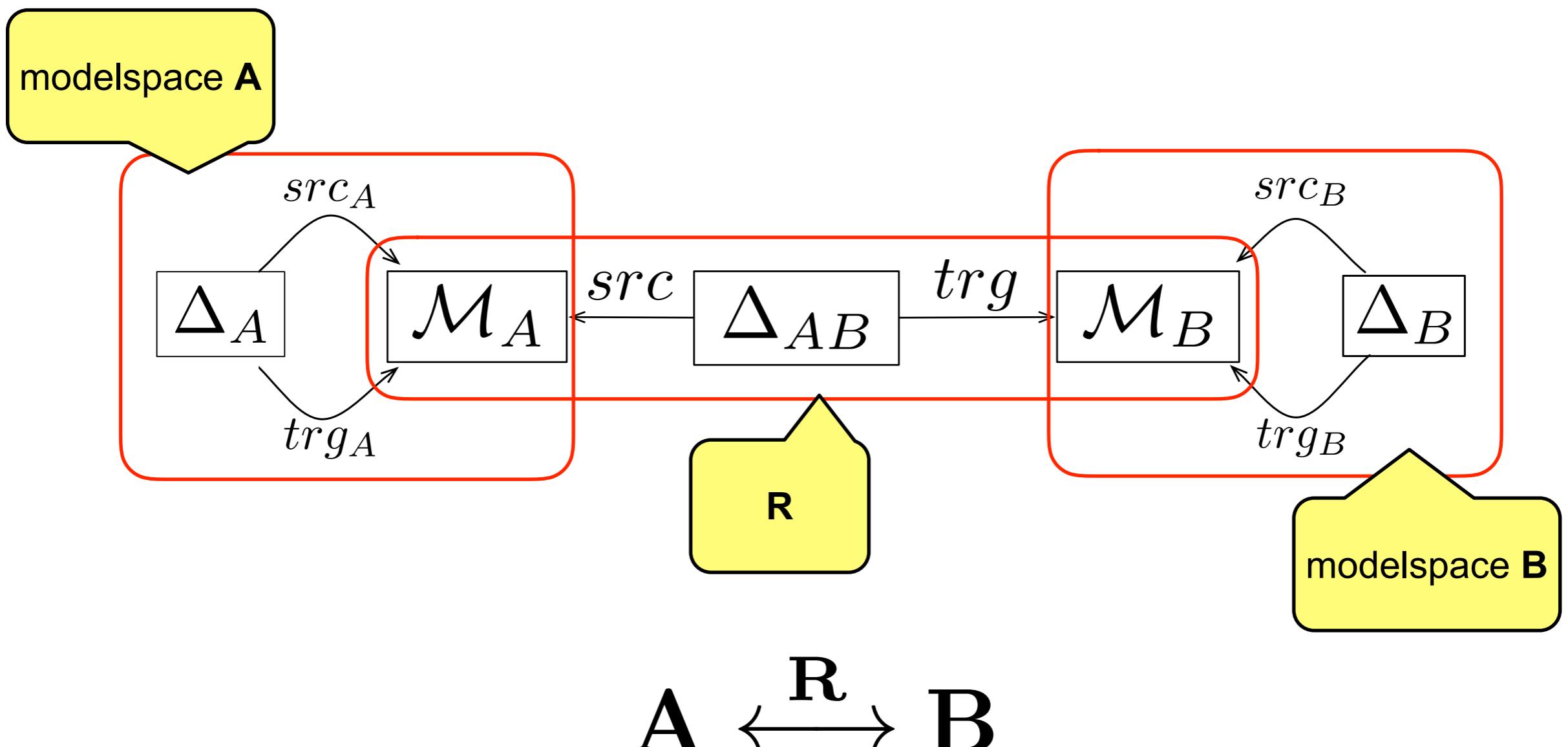
horizontal deltas
(or correspondence
models)

all models in
model space B



What's a Triple Space?

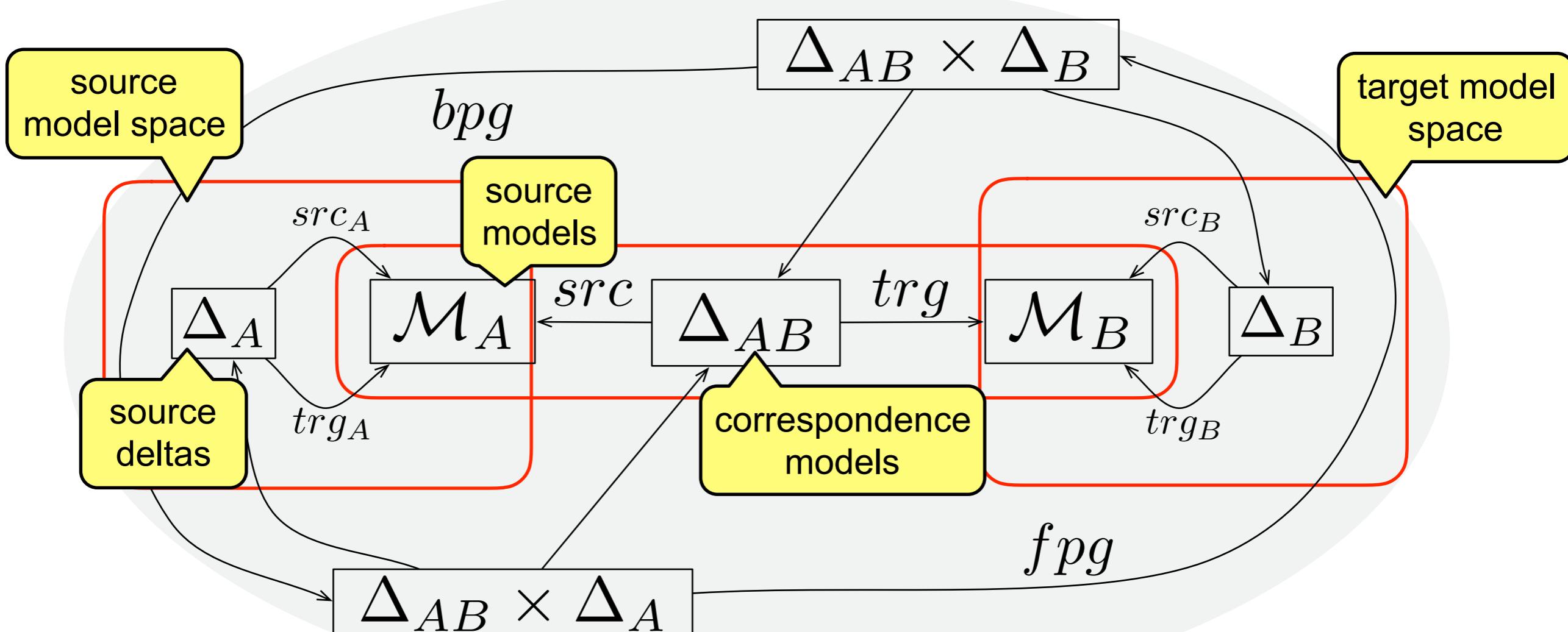
Nodes are sets, arrows
are total functions





Symmetric Delta Lenses (SDL)

Nodes are sets, arrows
are total functions



... with all incidence conditions indicated on previous slide

$$A \xleftrightarrow{R} B$$

an **SDL** is a pair of functions
fpg and **bpg** operating in a
given **triple space**

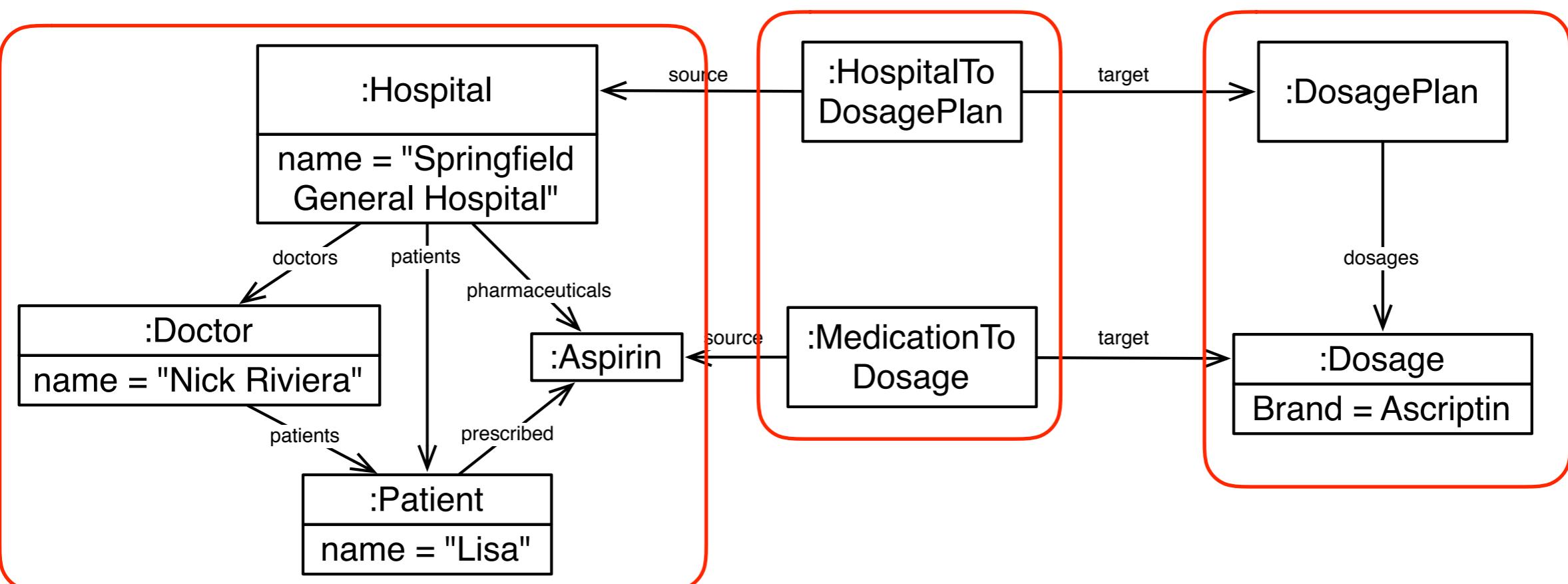
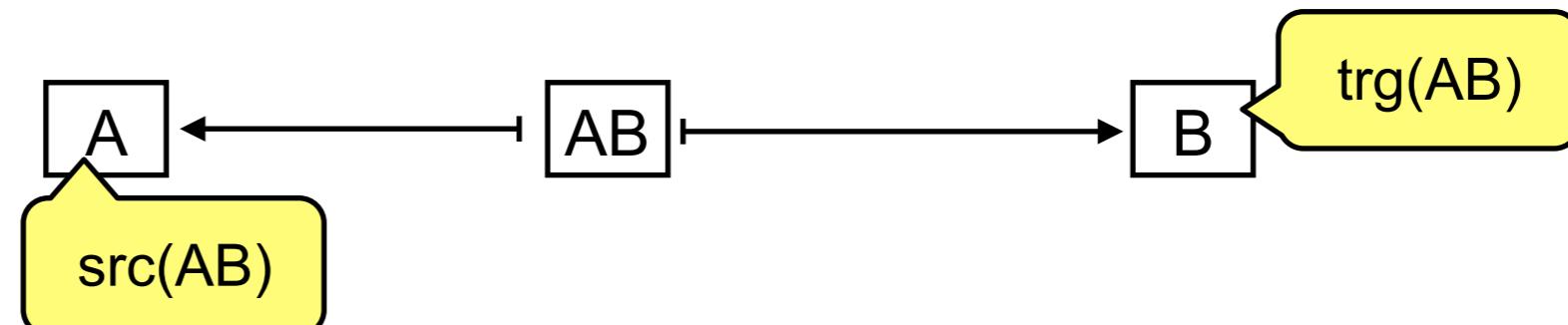


A MediSoft < > MediSupply Triple and Deltas

nodes are sets,
arrows are functions



nodes are models,
arrows are mappings



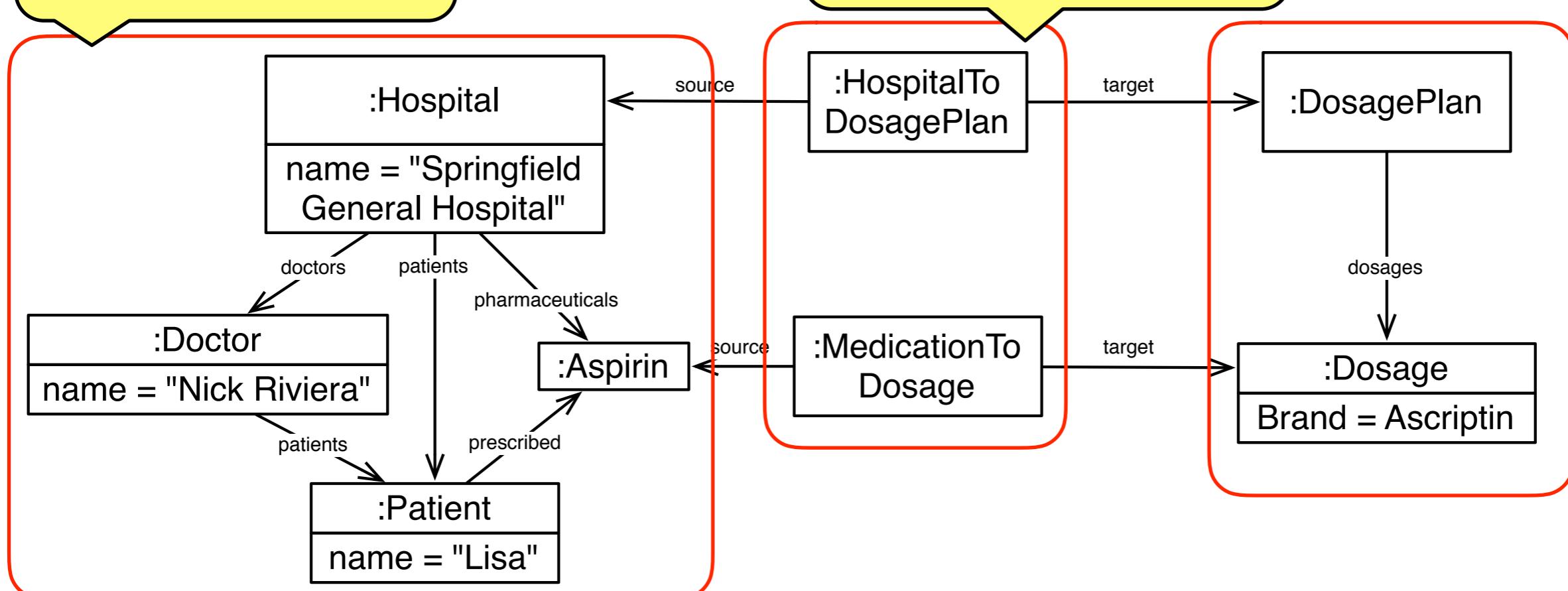


A MediSoft < > MediSupply Triple and Deltas



models realised as typed, attributed graphs

this is also (in general), a typed, attributed graph

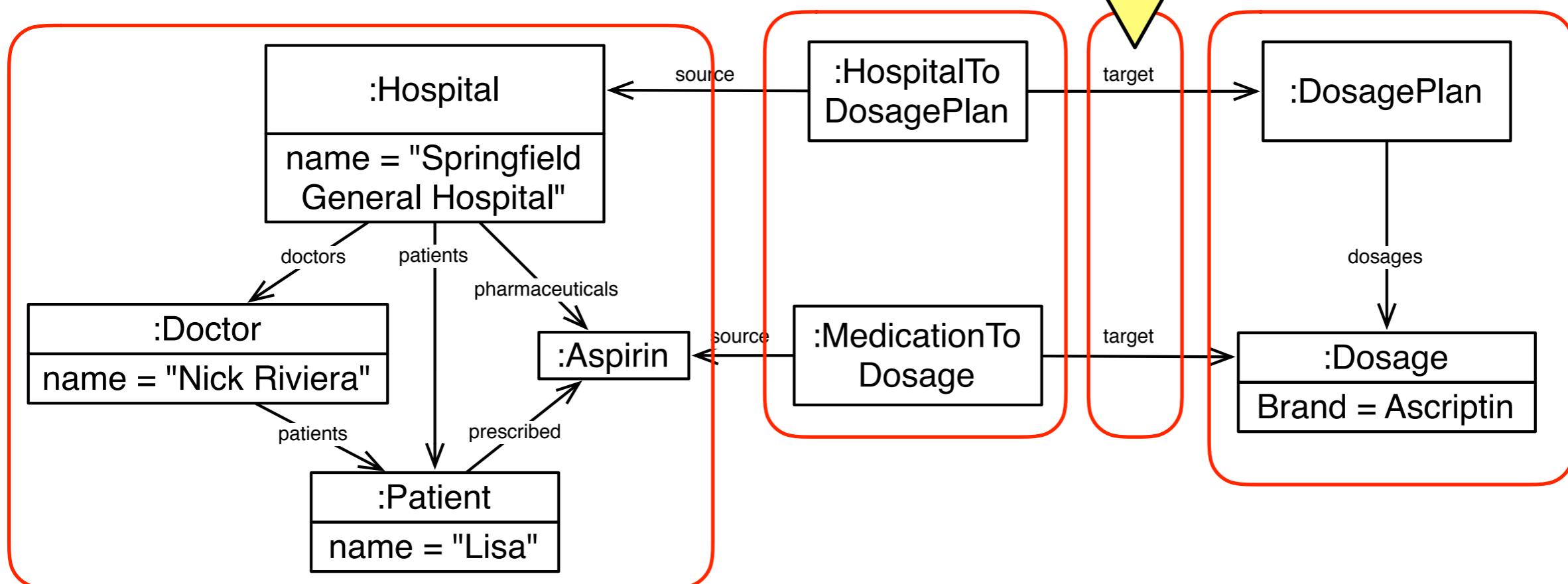


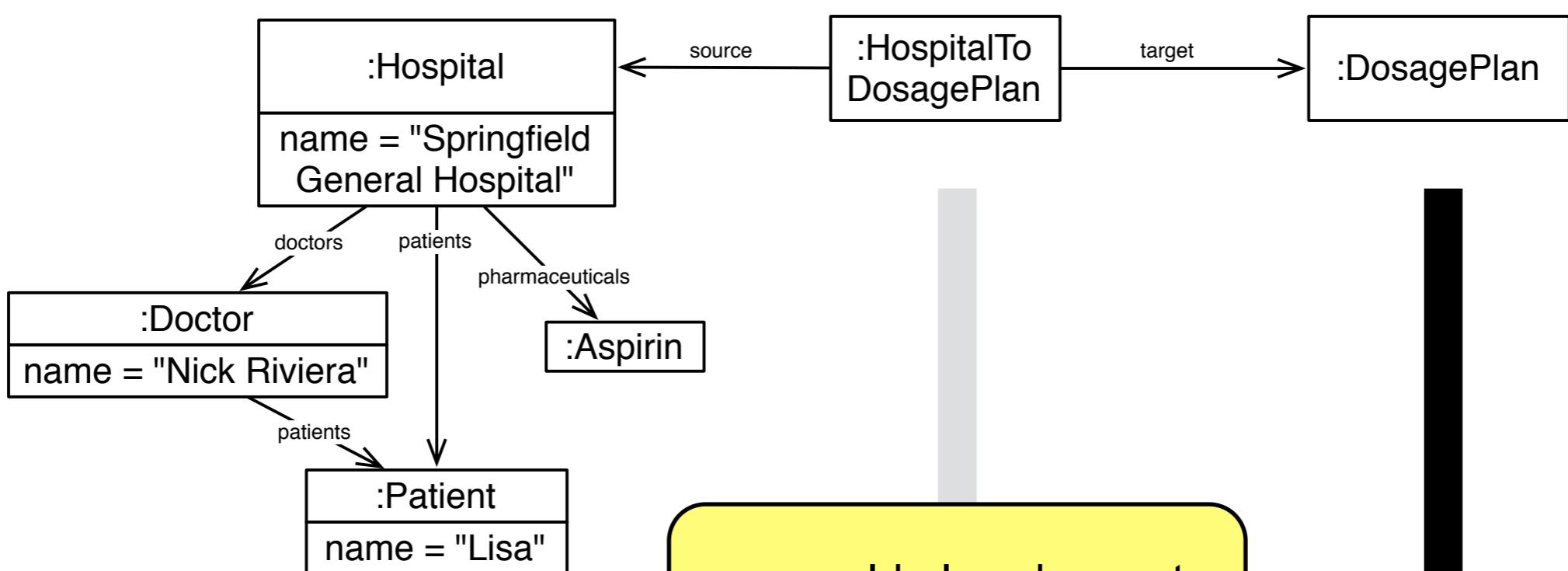


A MediSoft < > MediSupply Triple and Deltas

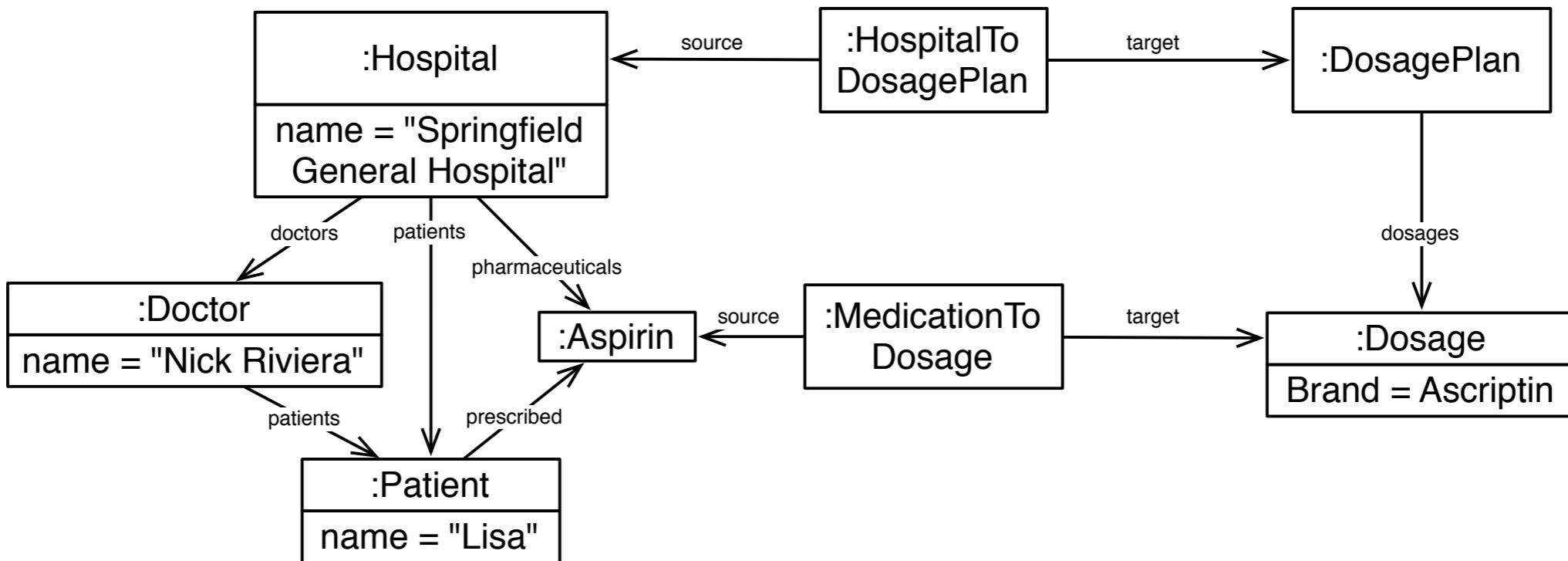


this mapping can be realised as a typed graph morphism





one could also choose to have vertical deltas on correspondence models





Specifying SDLs

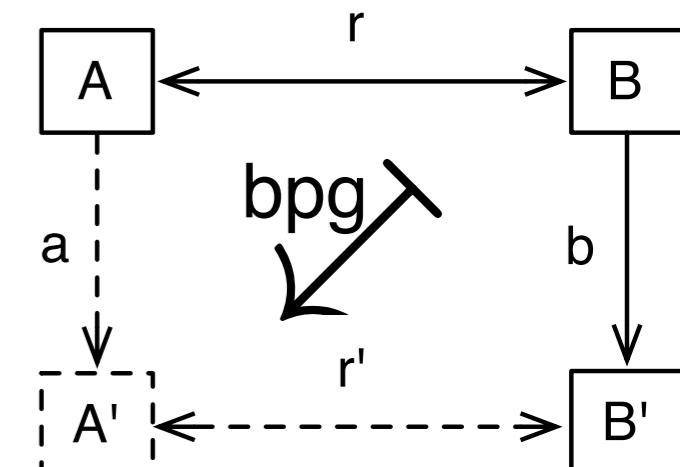
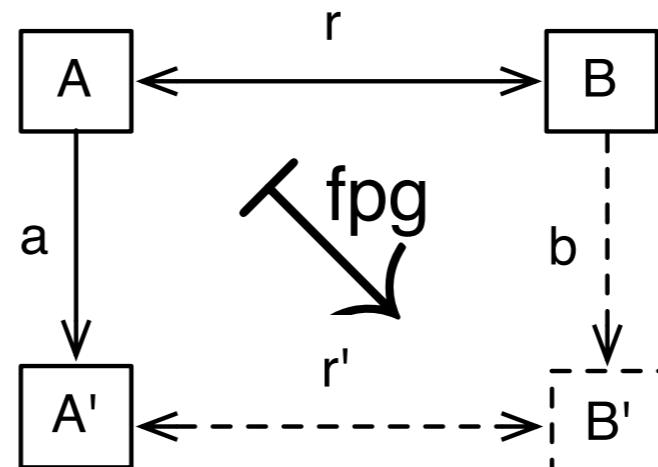
$A \xleftarrow{R} B$

given a triple space, how do we specify an SDL?

Idea 1:

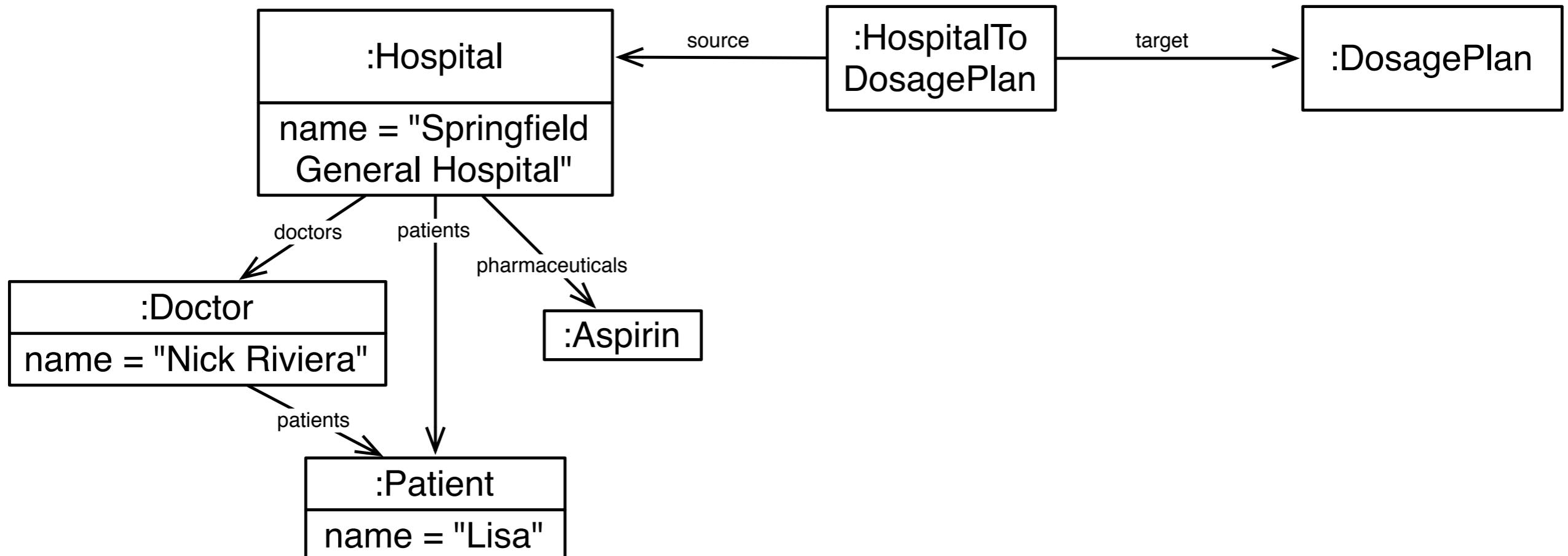
Enumerate all squares:

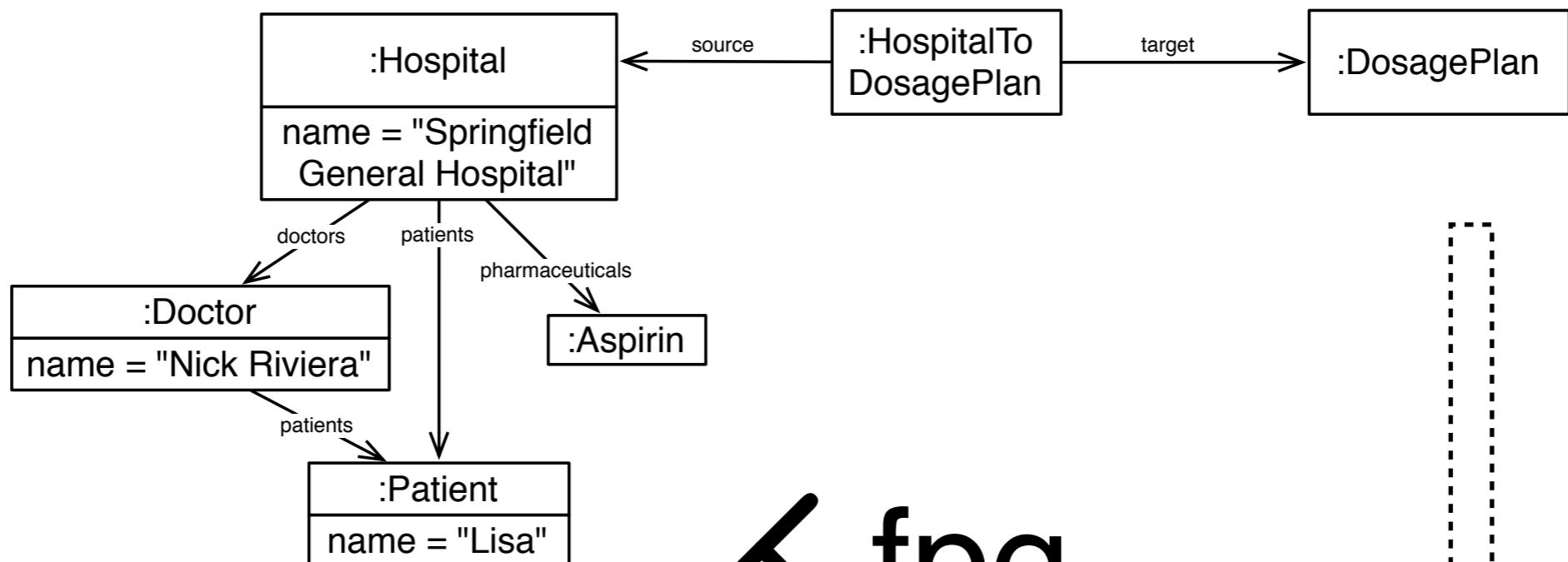
not really feasible...
but why not?



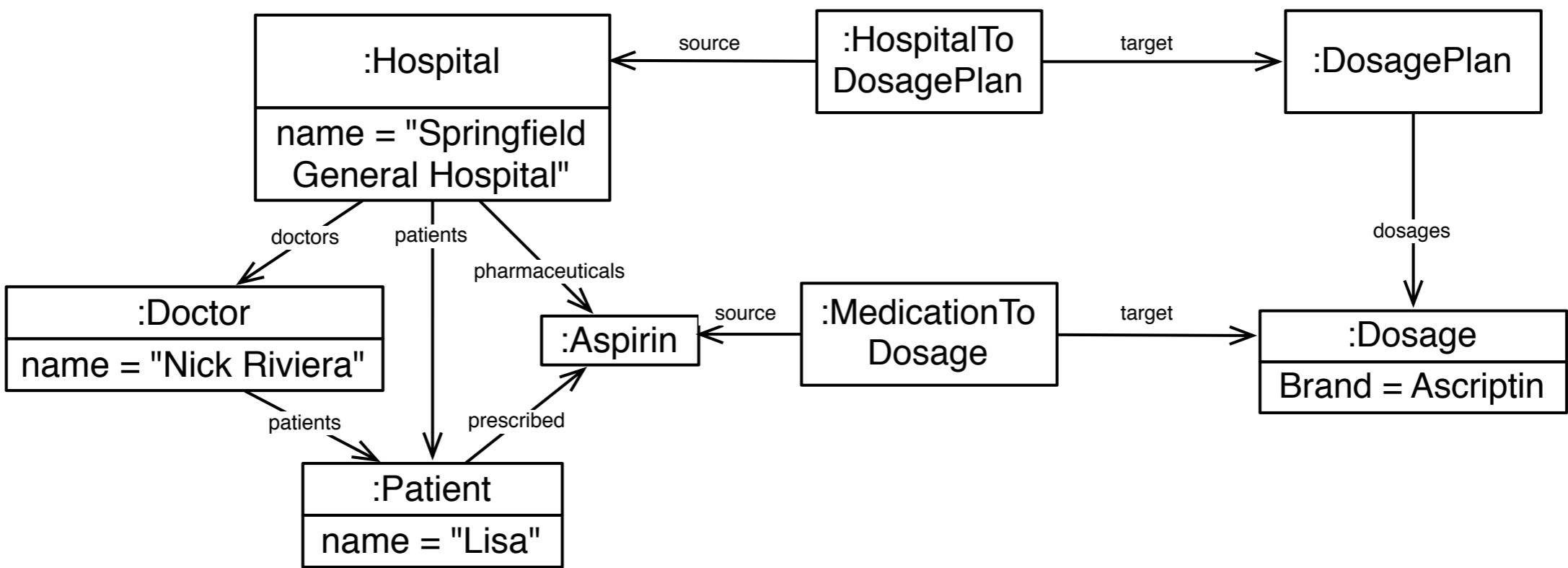


Exhaustive Enumeration





fpg



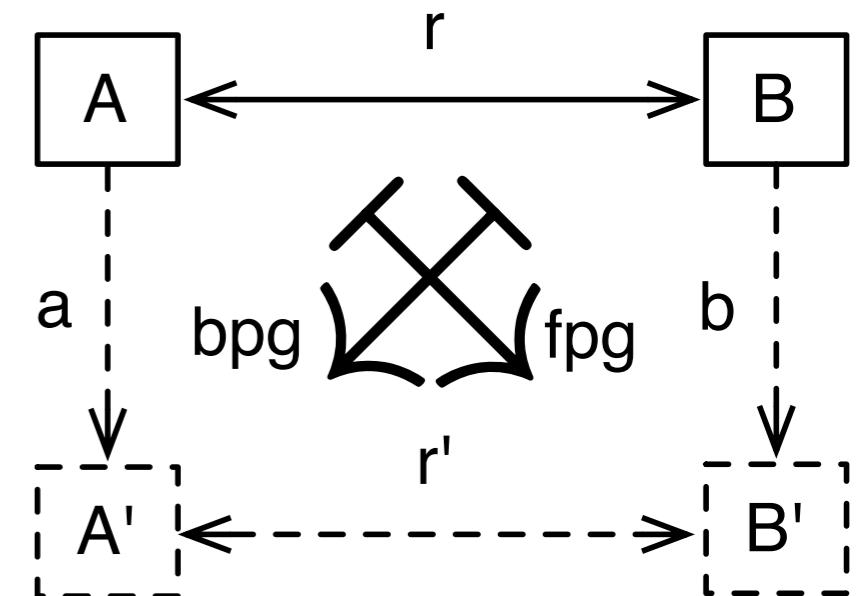
Idea 2:

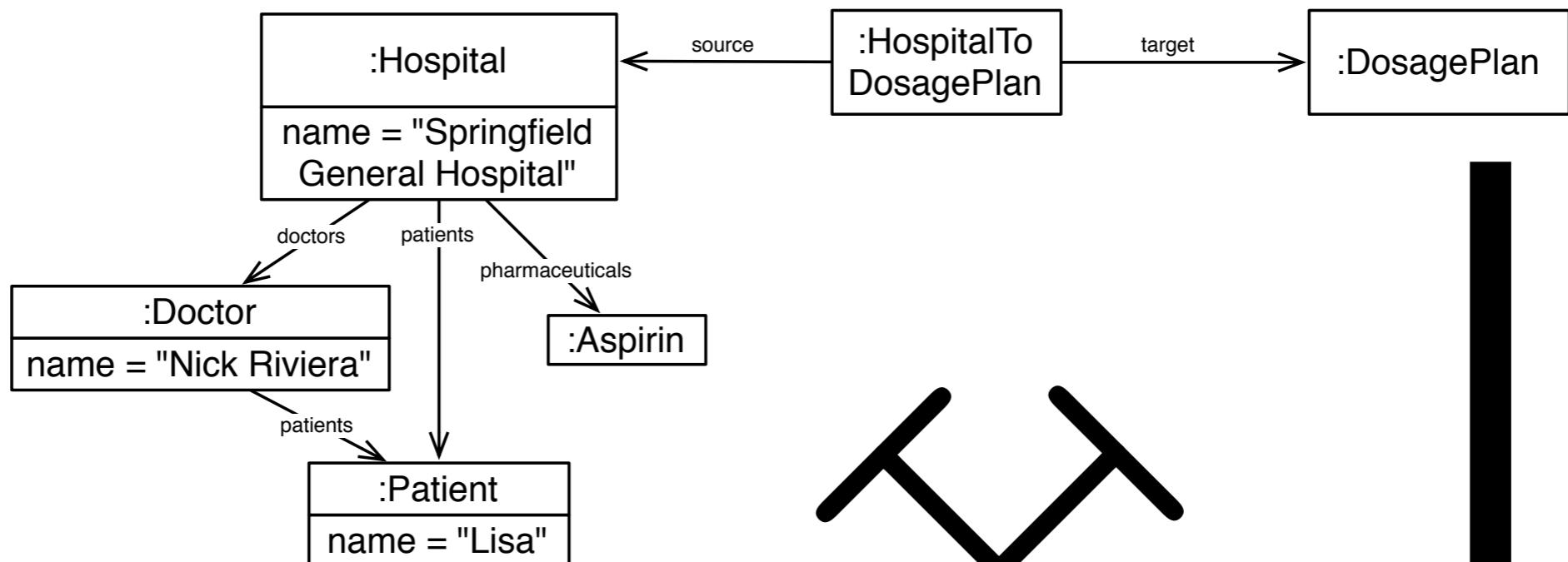
Enumerate all squares representing combined **fpg** and **bpg** squares

still infeasible, but quite a nice idea...

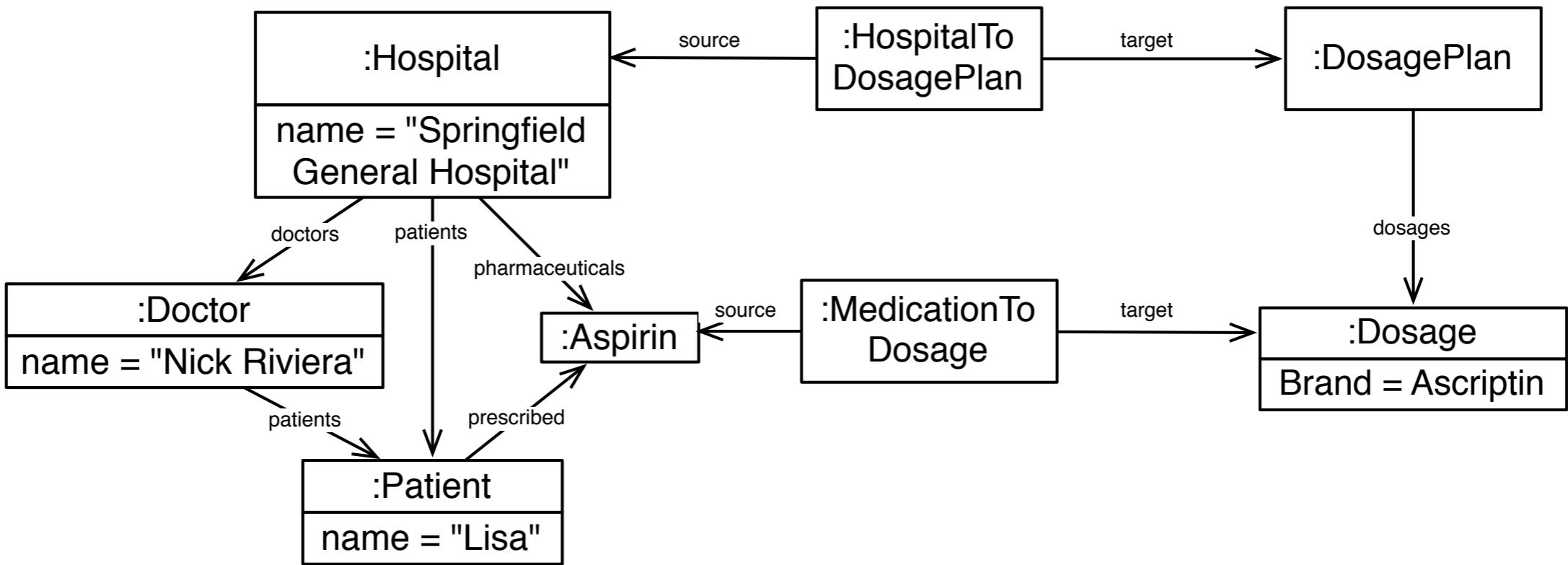
Why?

- promotes “symmetrical” thinking and avoids favouring either **fpg** or **bpg**
- easier to enforce “good” lens specifications
- we obviously only have to enumerate half of all squares (still typically infinitely many)



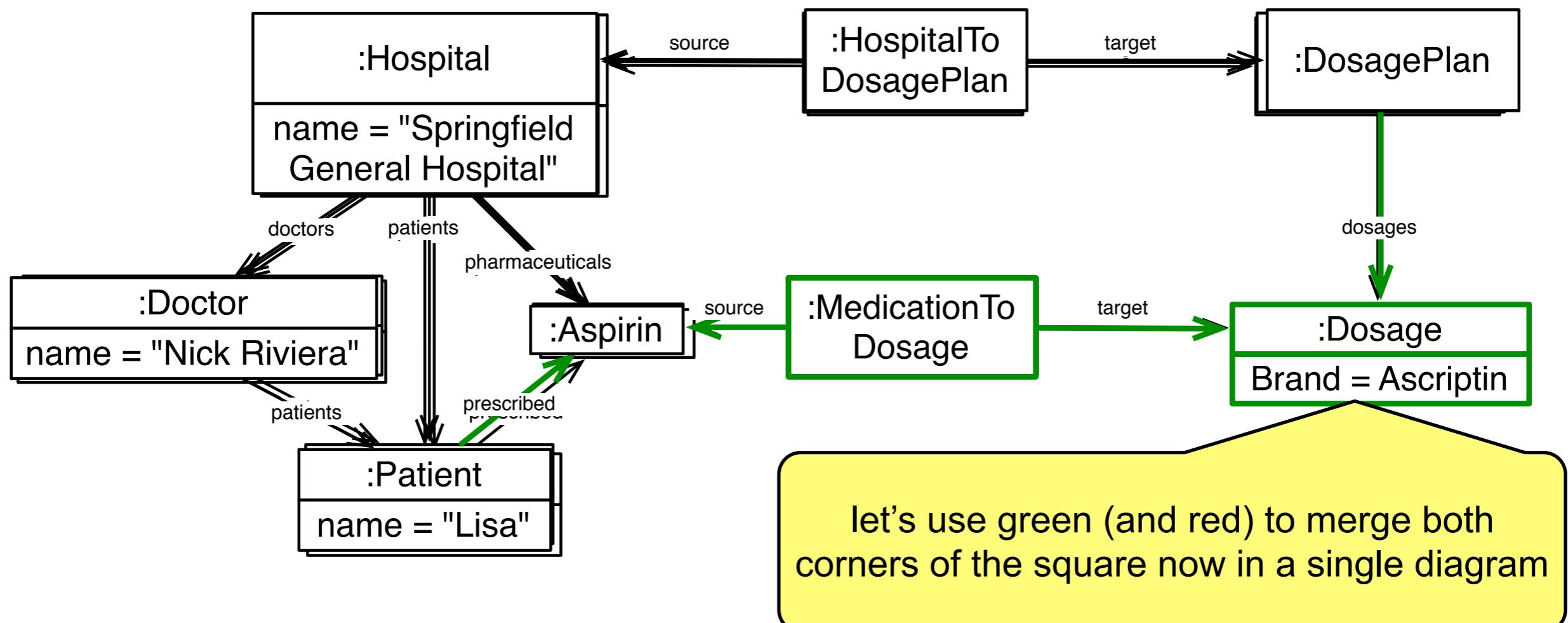


bpg fpg





Simultaneous, exhaustive enumeration





Simultaneous rules

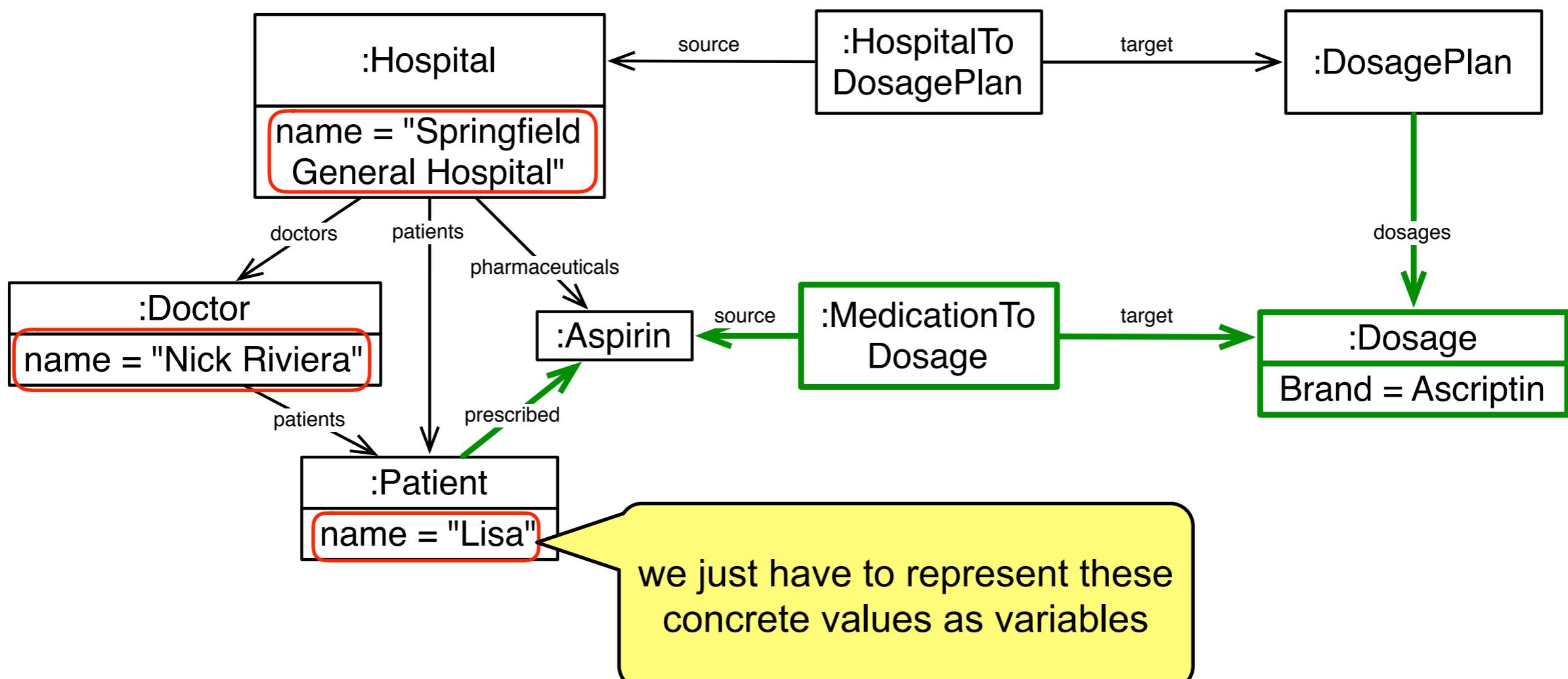
Idea 3:

specify infinitely many deltas using finitely many **rules**
(precondition and postcondition graph **patterns**)

very important idea, as
we've finally made the jump
to a **finite** specification

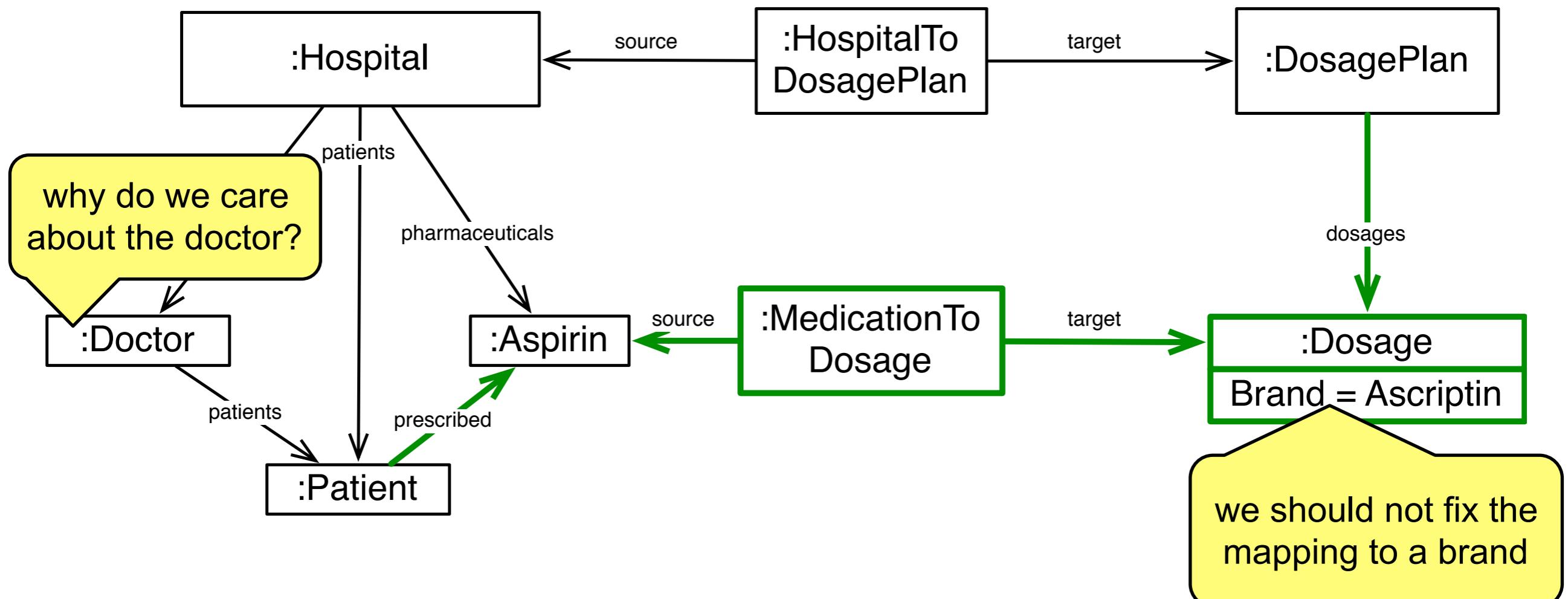


Simultaneous rules



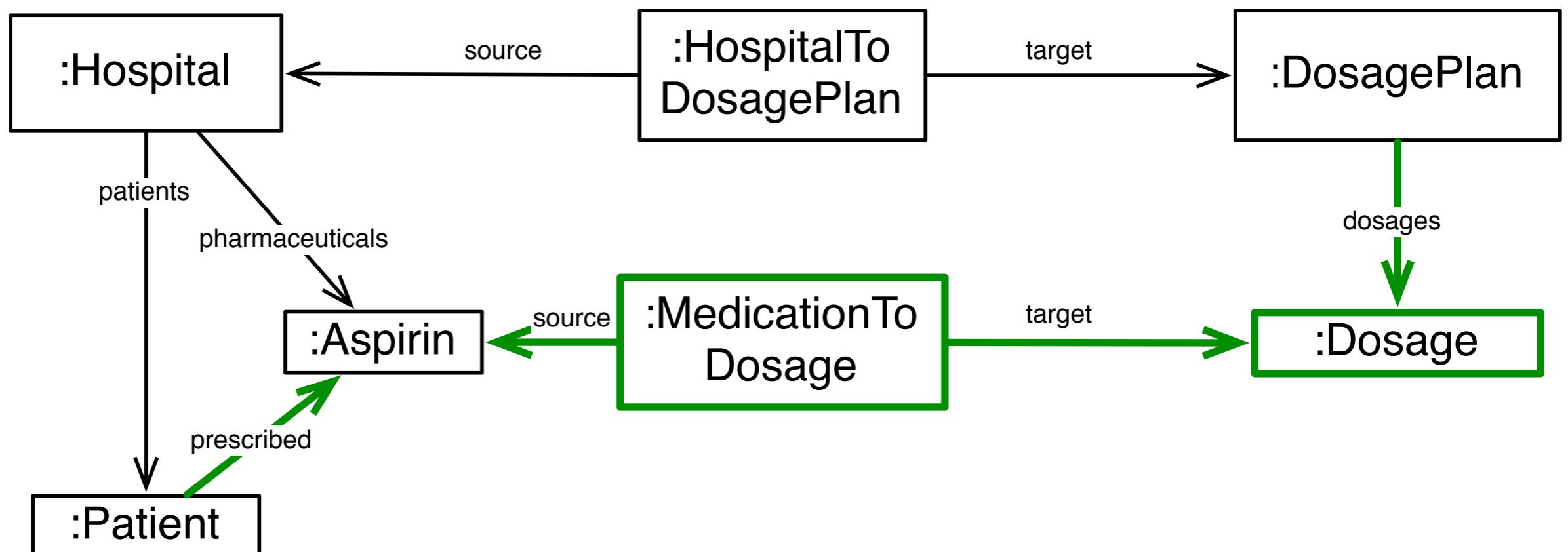


Simultaneous rules





Simultaneous rules



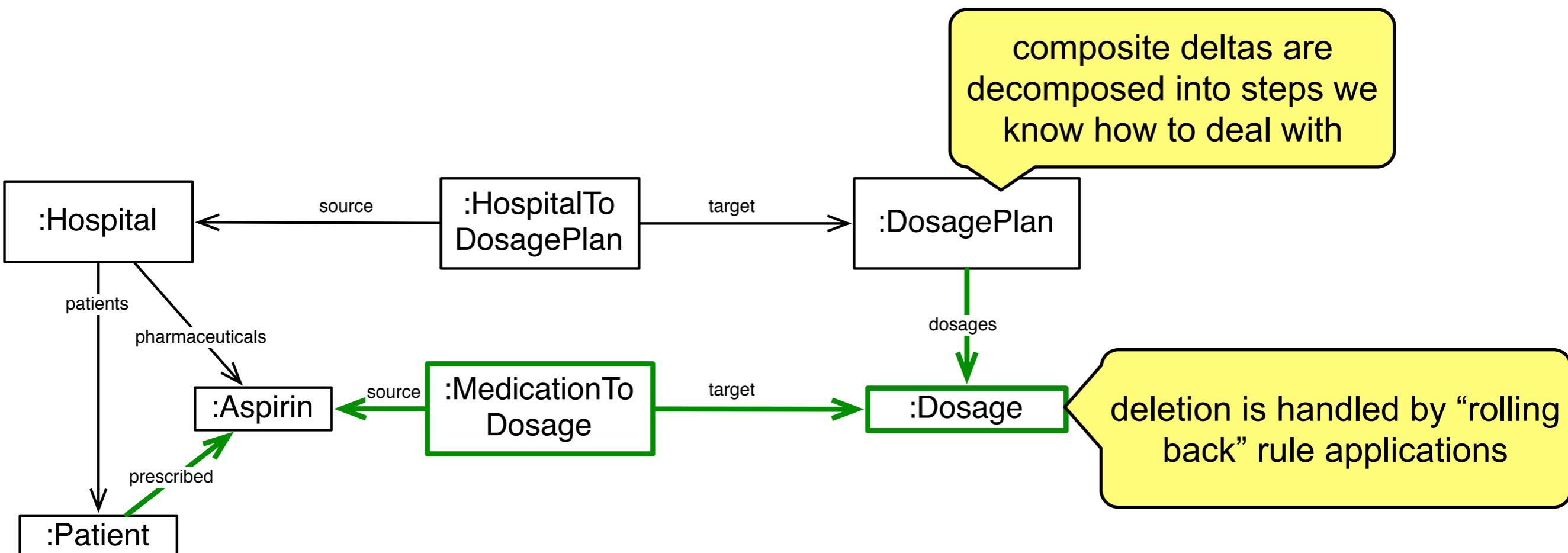
but specifying **all** deltas this way is still a lot of work ...



Simultaneous, monotonic rules

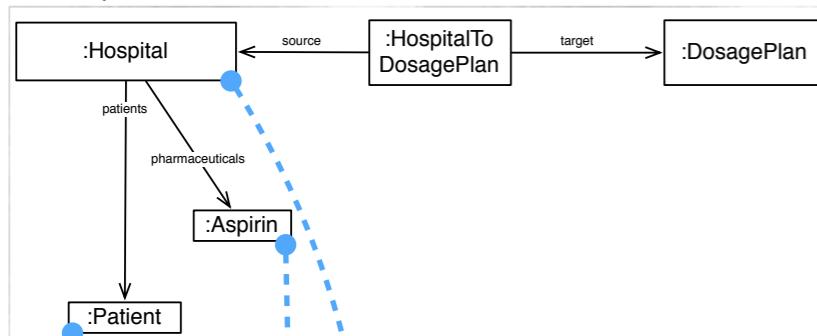
Idea 4:

only specify monotonic rules, i.e., only describing purely creating deltas

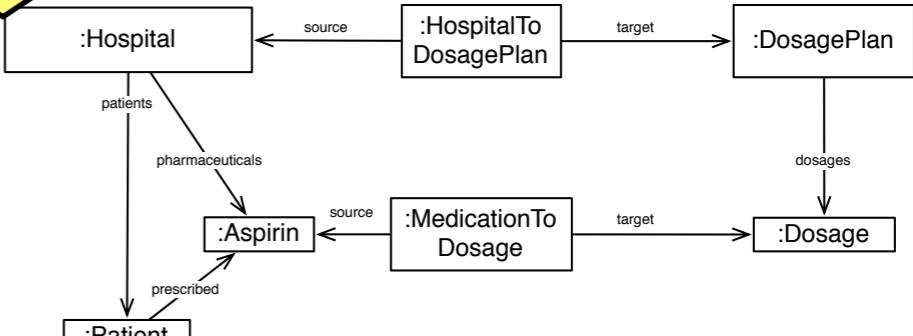


Concrete deltas are derived via rule application

precondition
(LHS)



postcondition
(RHS)



p
rule (production)

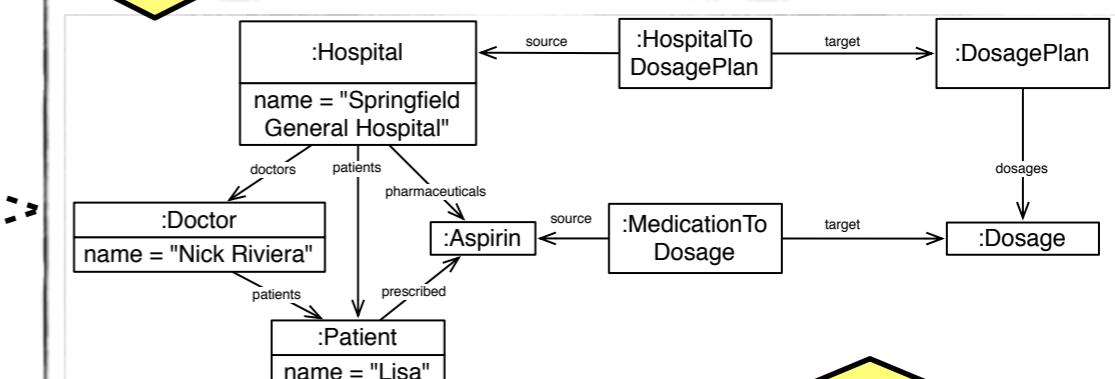
m
match
(morphism)

result is constructed via a disjoint union of the RHS and host graph, and a subsequent gluing of all elements with common image in the LHS

m'

host graph

p'
described
creating delta



this construction is a **pushout** in the category of (typed, attributed) triple graphs and triple graph morphisms



Implicit ignore rules

Idea 5:

derive some “boring” rules by convention, i.e.,
assume they are specified implicitly

p1:



for every element in
the metamodel, that is
not created by any rule

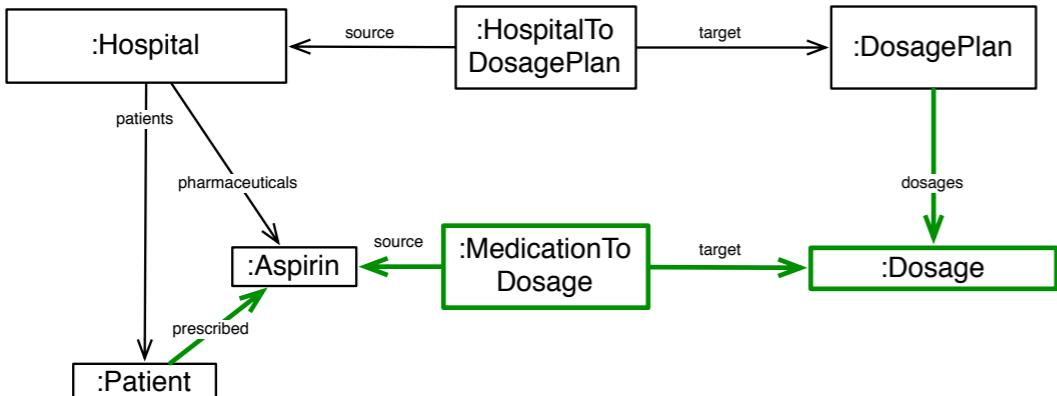
p3: :Patient

p4: :Doctor

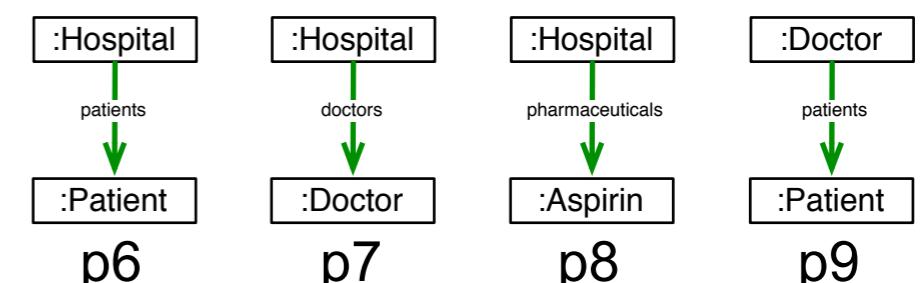
p5: :Aspirin

derive a minimal rule
to create every object

p2:



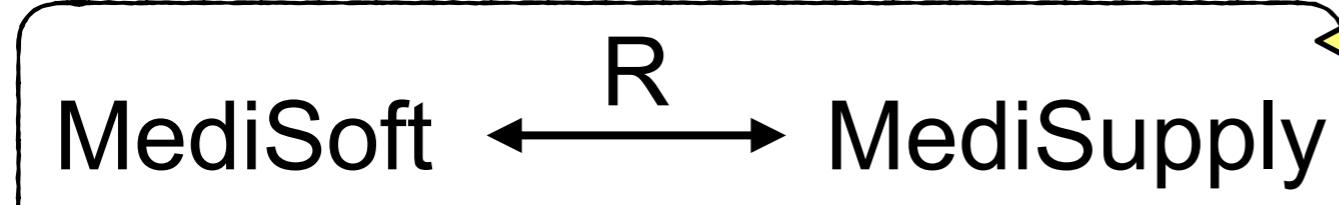
and a minimal rule to
create every link



these rules are called
ignore rules as they are
only in one domain



From Triple Graph Grammars to Lenses

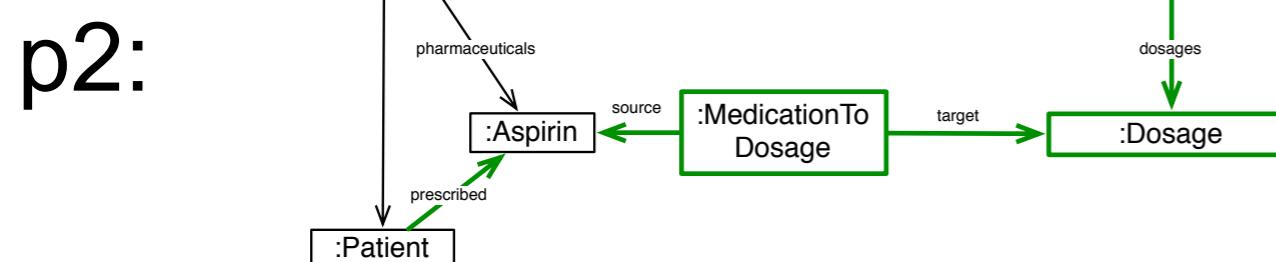


user supplies a **triple space**
(via a triple of metamodels)

+

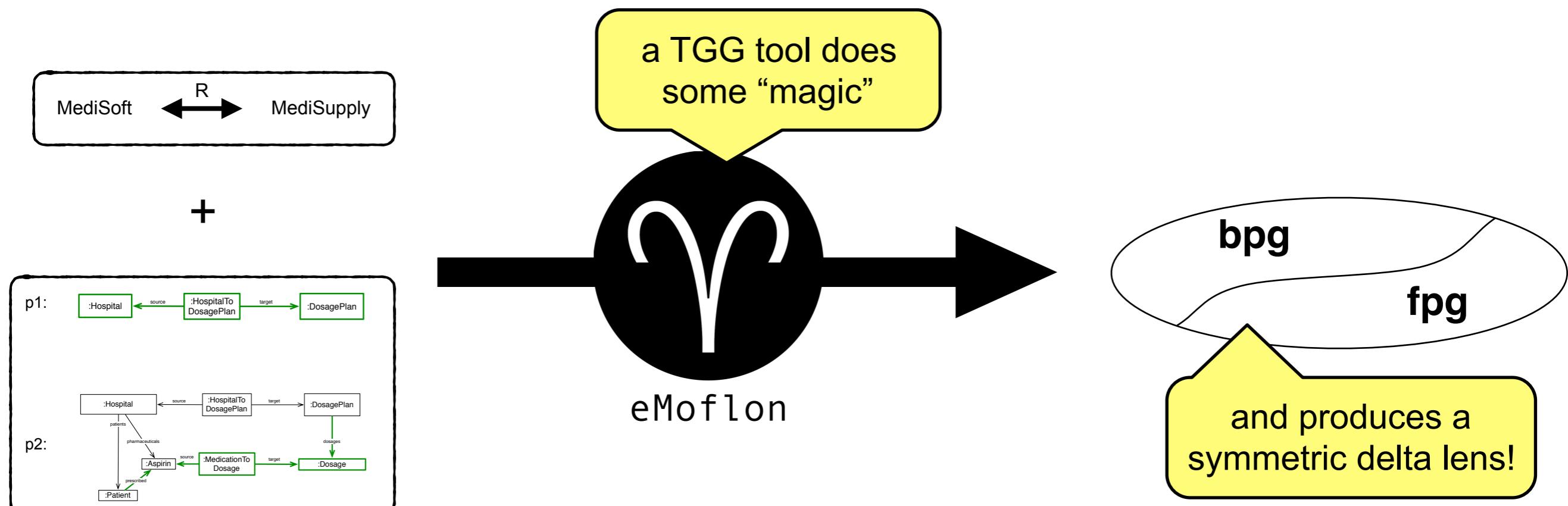


... and a finite set of monotonic,
simultaneous triple rules, i.e., a
triple graph grammar



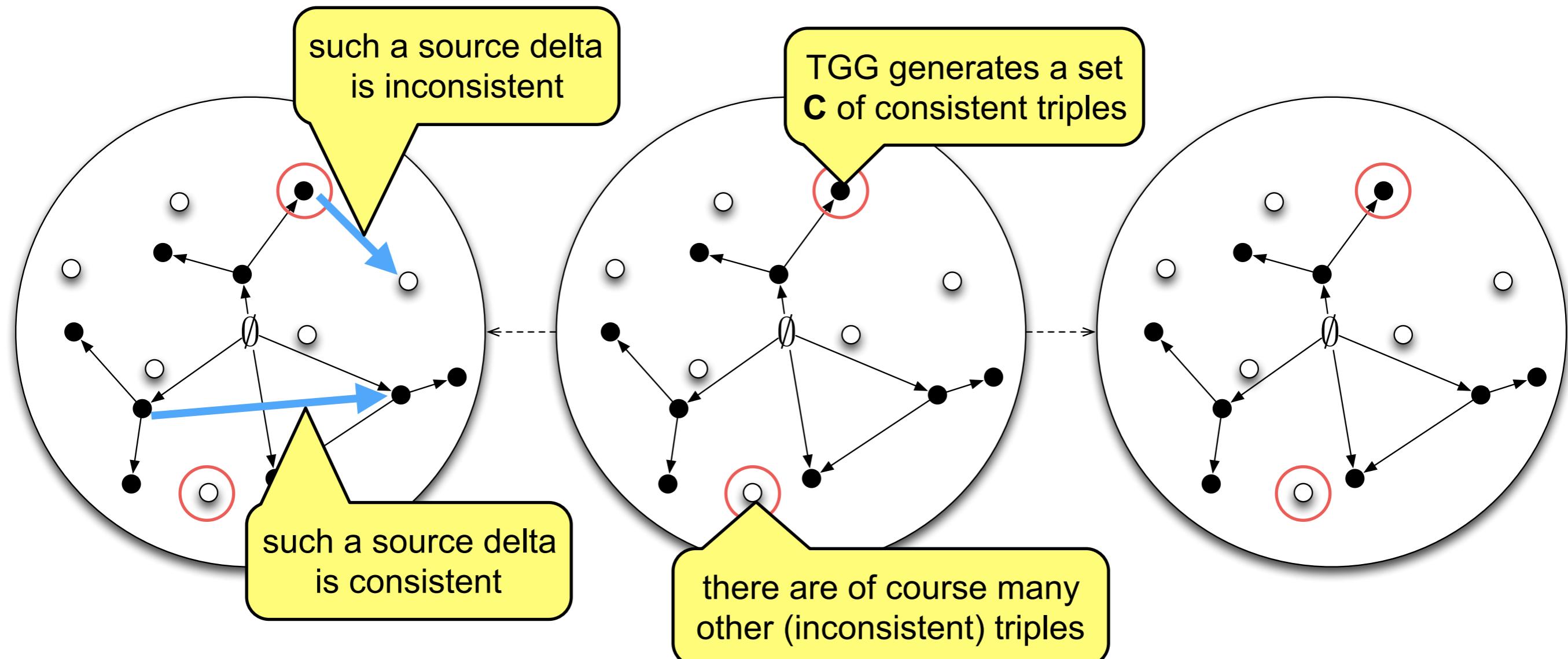


From Triple Graph Grammars to Lenses





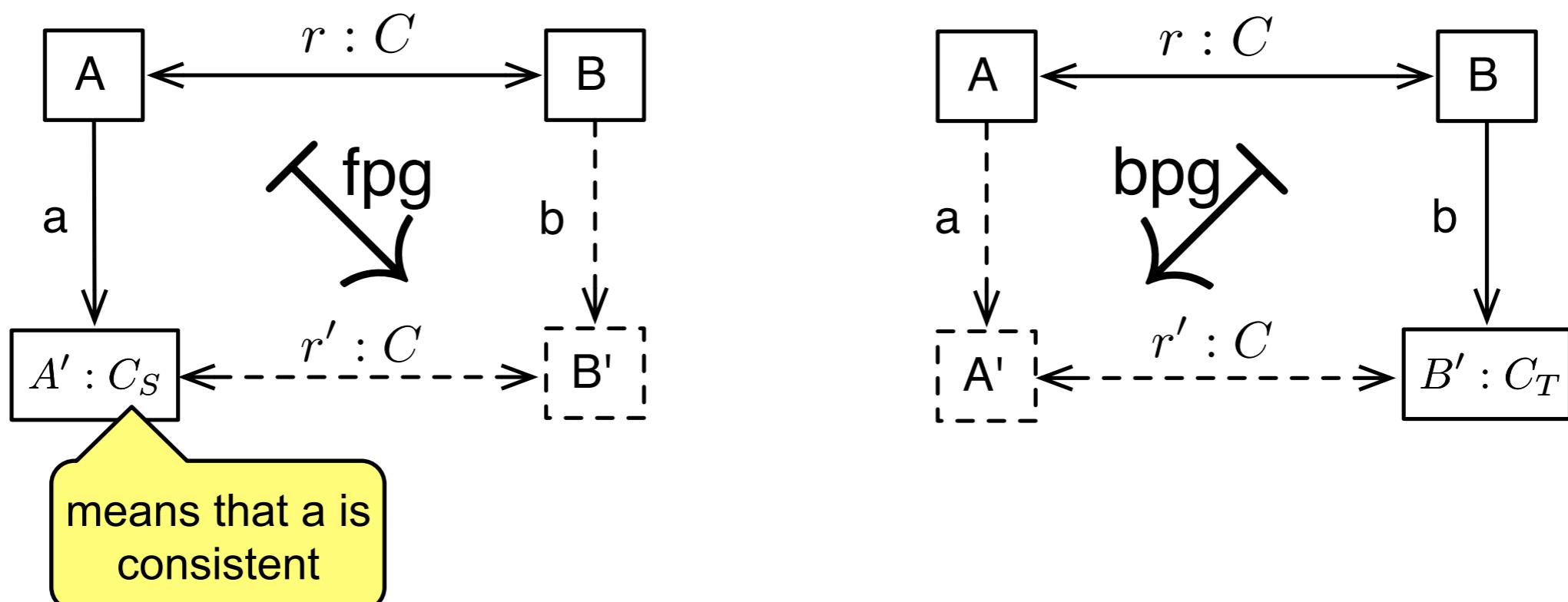
Transformation Completeness: Geometric intuition



fpg is transformation complete, if it is total on the set of all consistent triples and consistent source deltas

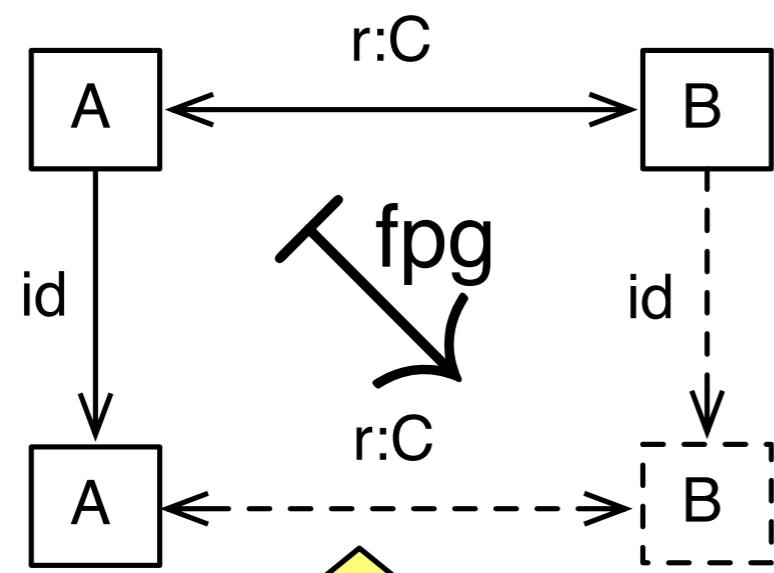


Transformation Correctness: Laws

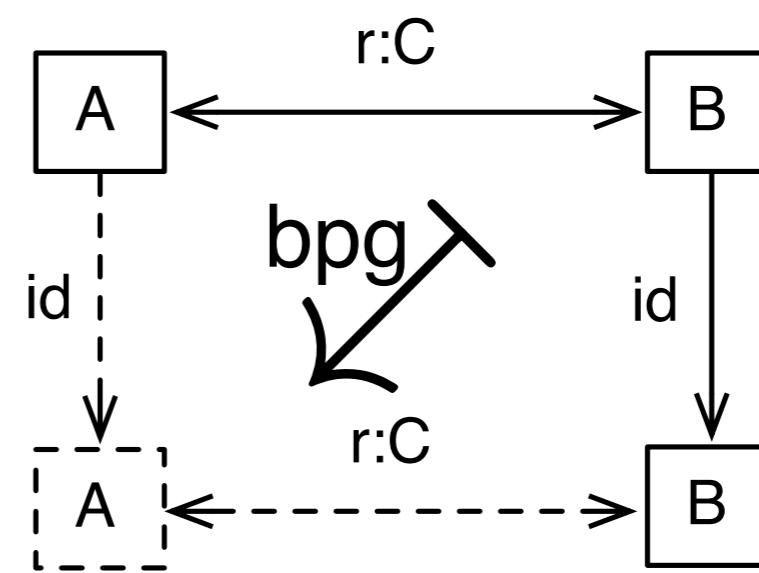




Stability: Laws



don't do anything for
the “idle” delta

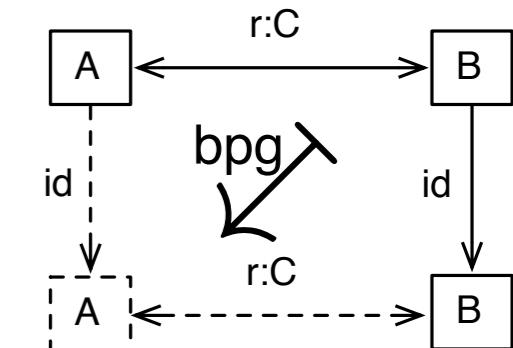
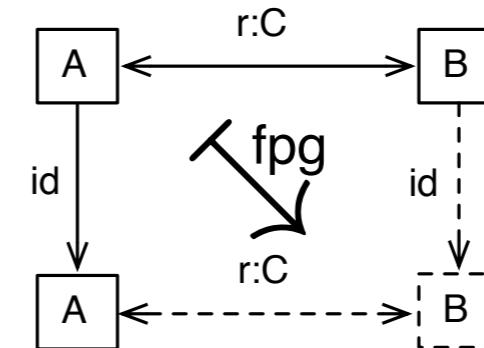
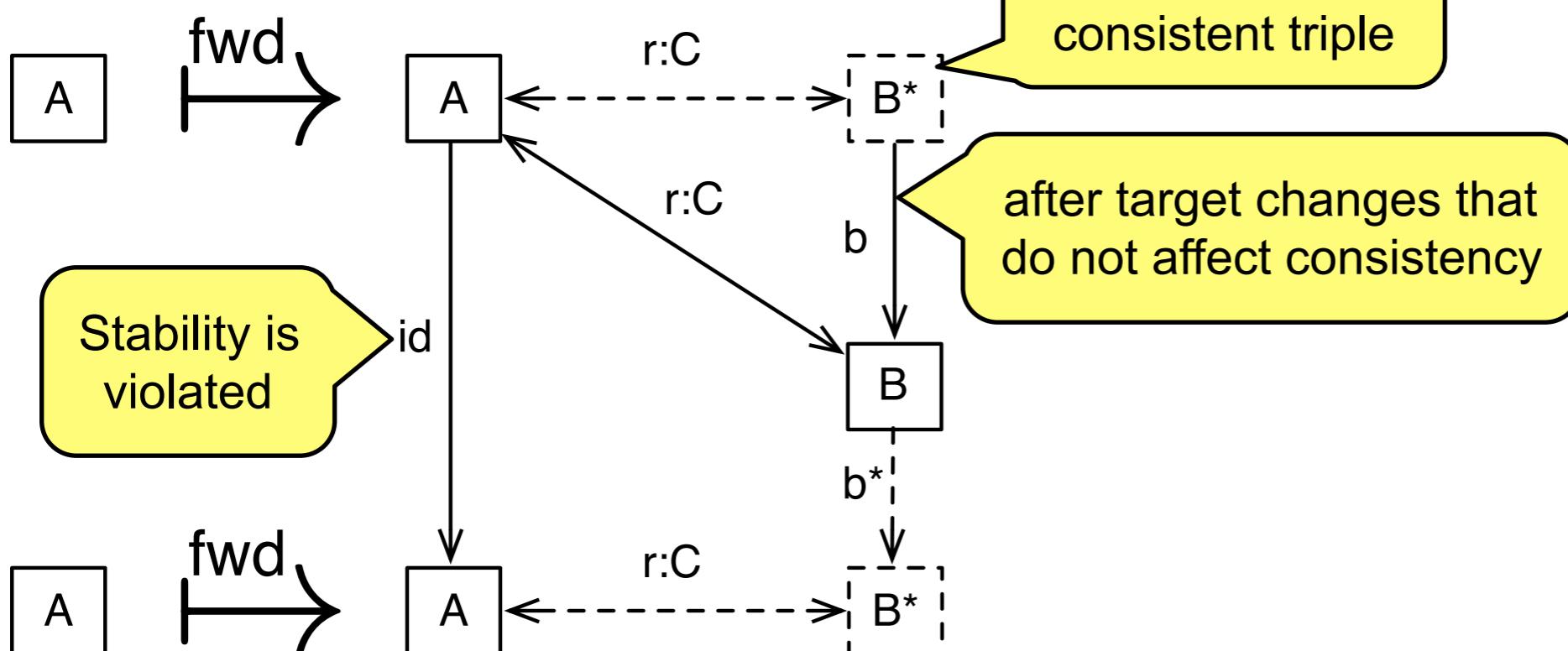


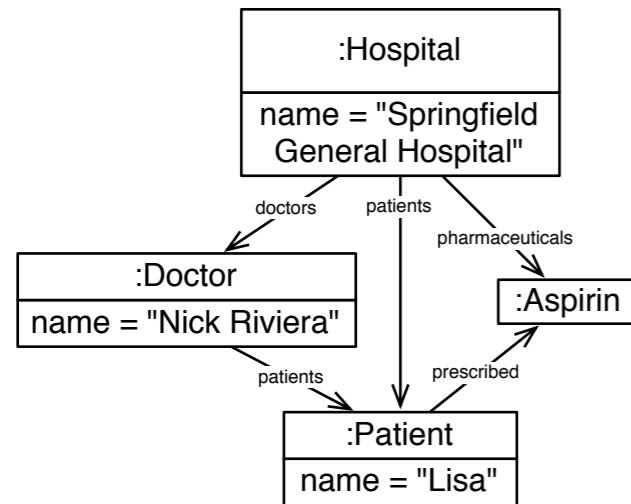
sounds trivial, but it rules
out “batch mode” TGG tools



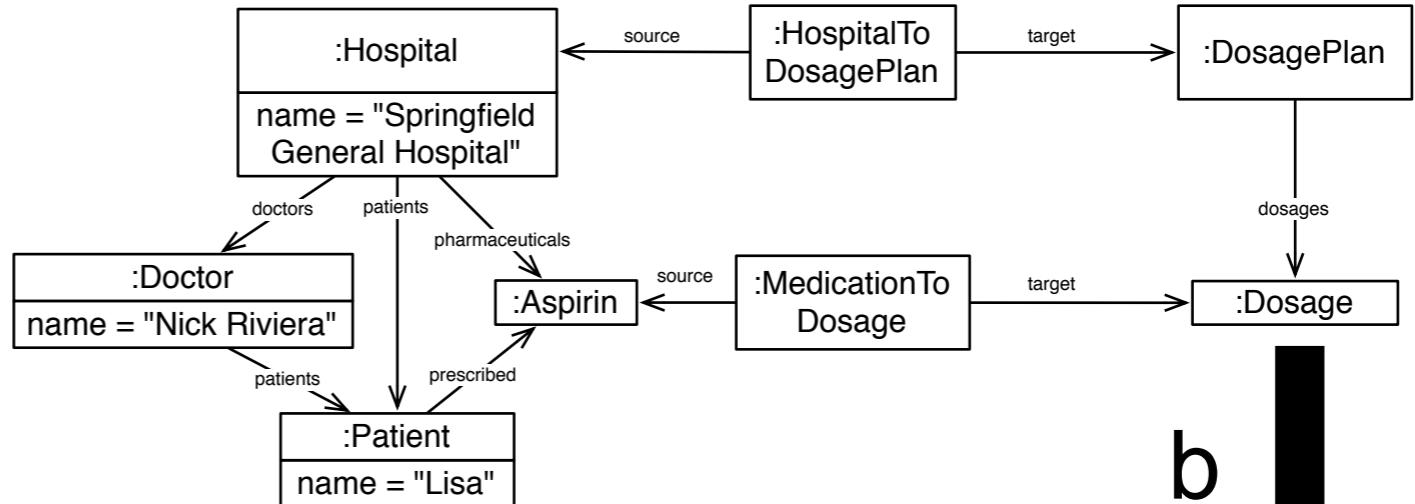
Stability: Laws

a batch forward transformation
only takes the current source
model as input



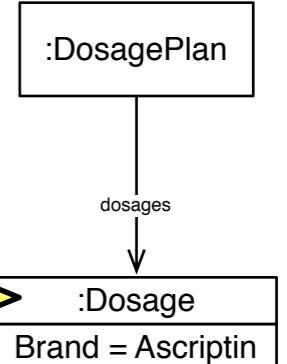


fwd

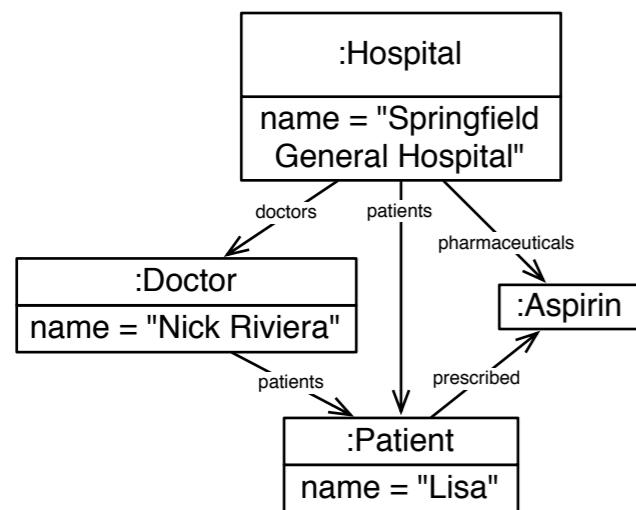


b

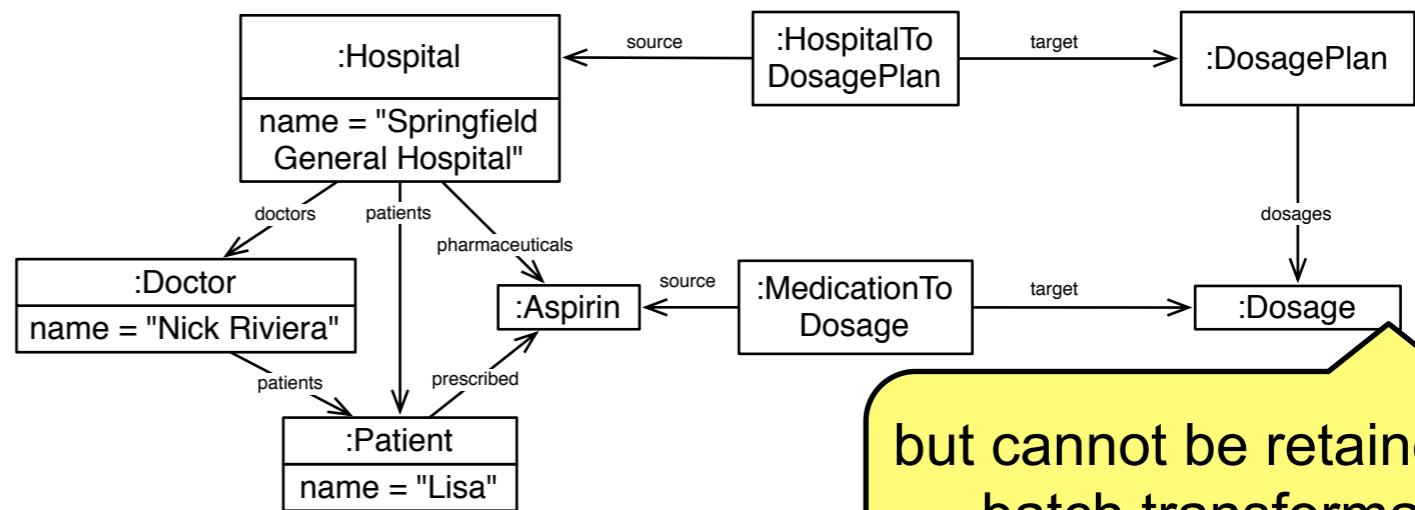
entering a concrete brand doesn't affect consistency



id



fwd



b*

but cannot be retained by a batch transformation



Other laws

1. Hippocraticness
2. (Weak) Undoability
3. (Weak) Invertibility
4. Functional Behaviour
5. Domain Correctness
6. Domain Completeness
7. Local Completeness
8. ...

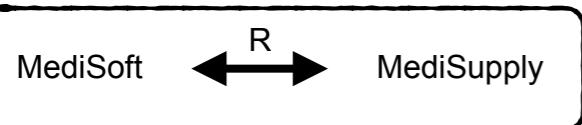
in **general** TGG-based synchronisation
does not obey any of these laws ...

... but suitable **restrictions** can be posed to
determine adequate subclasses of TGGs

TGGs offer a “playground” for exploring
formal properties and how to guarantee
them (statically or dynamically)



Running Example

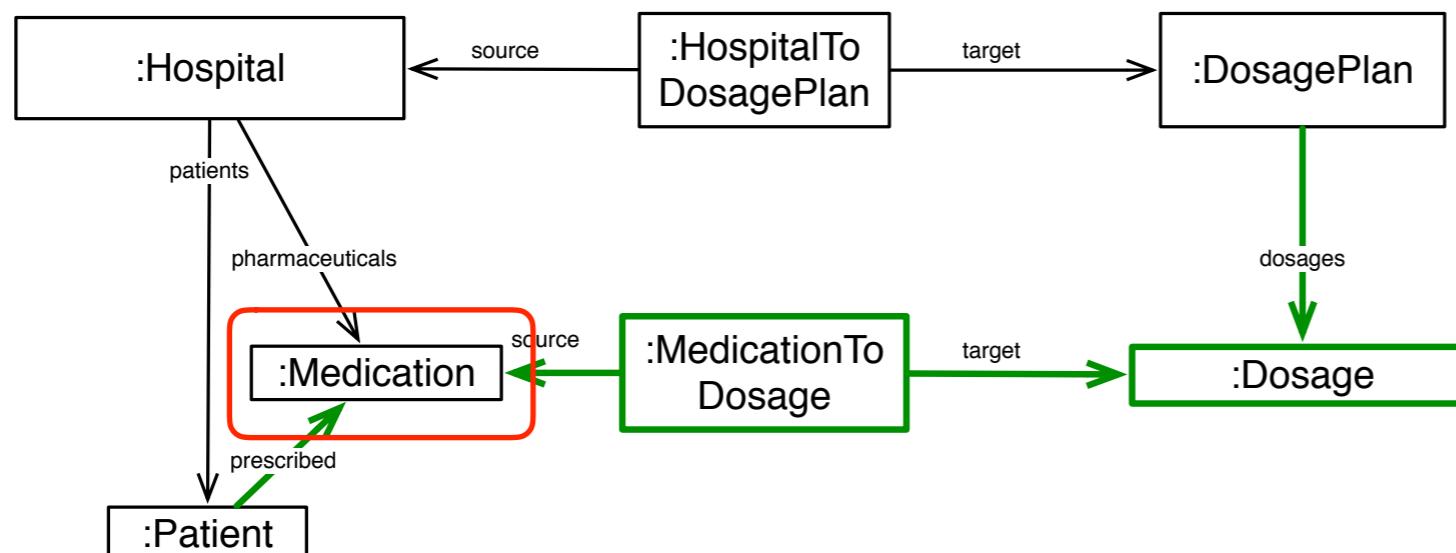


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p1:

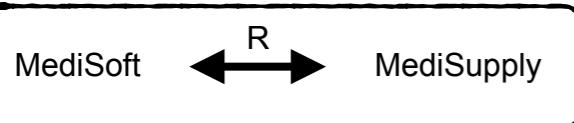


p2:

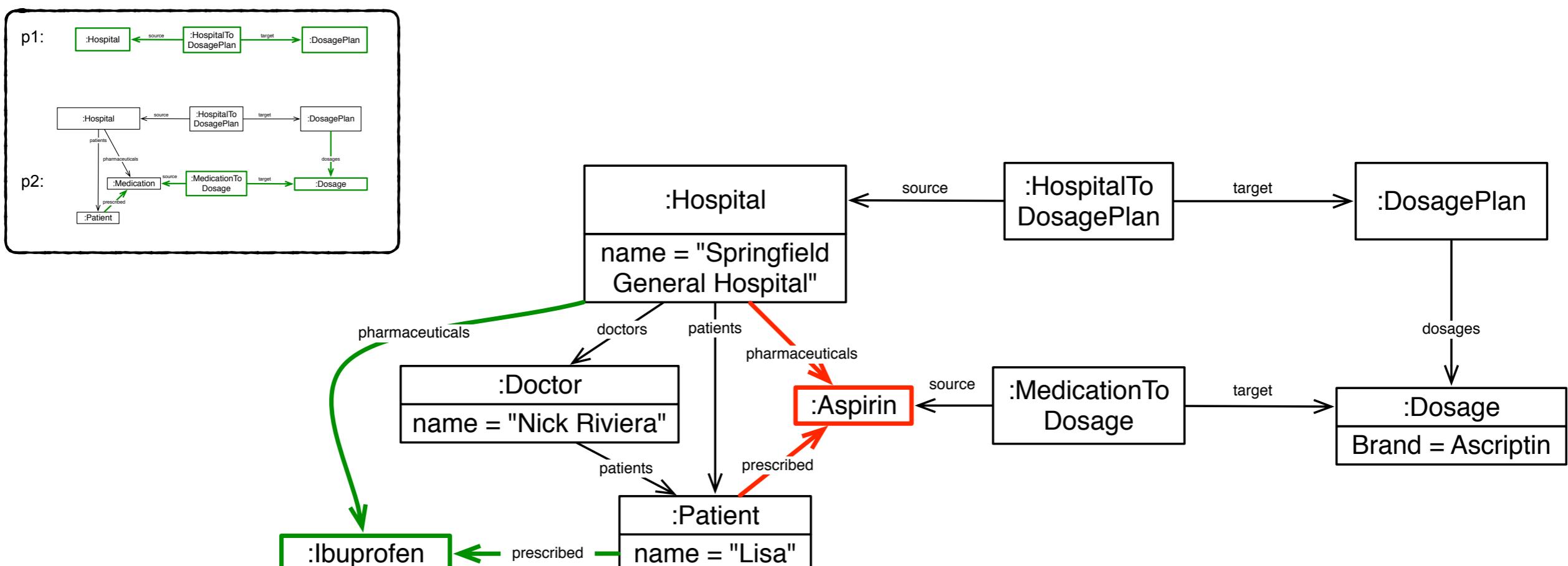




Running Example

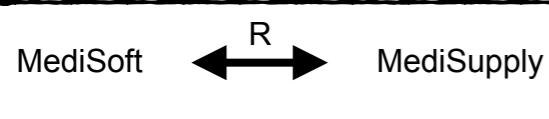


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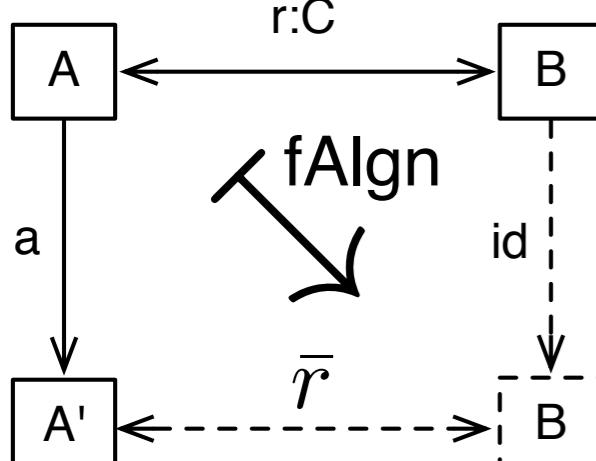
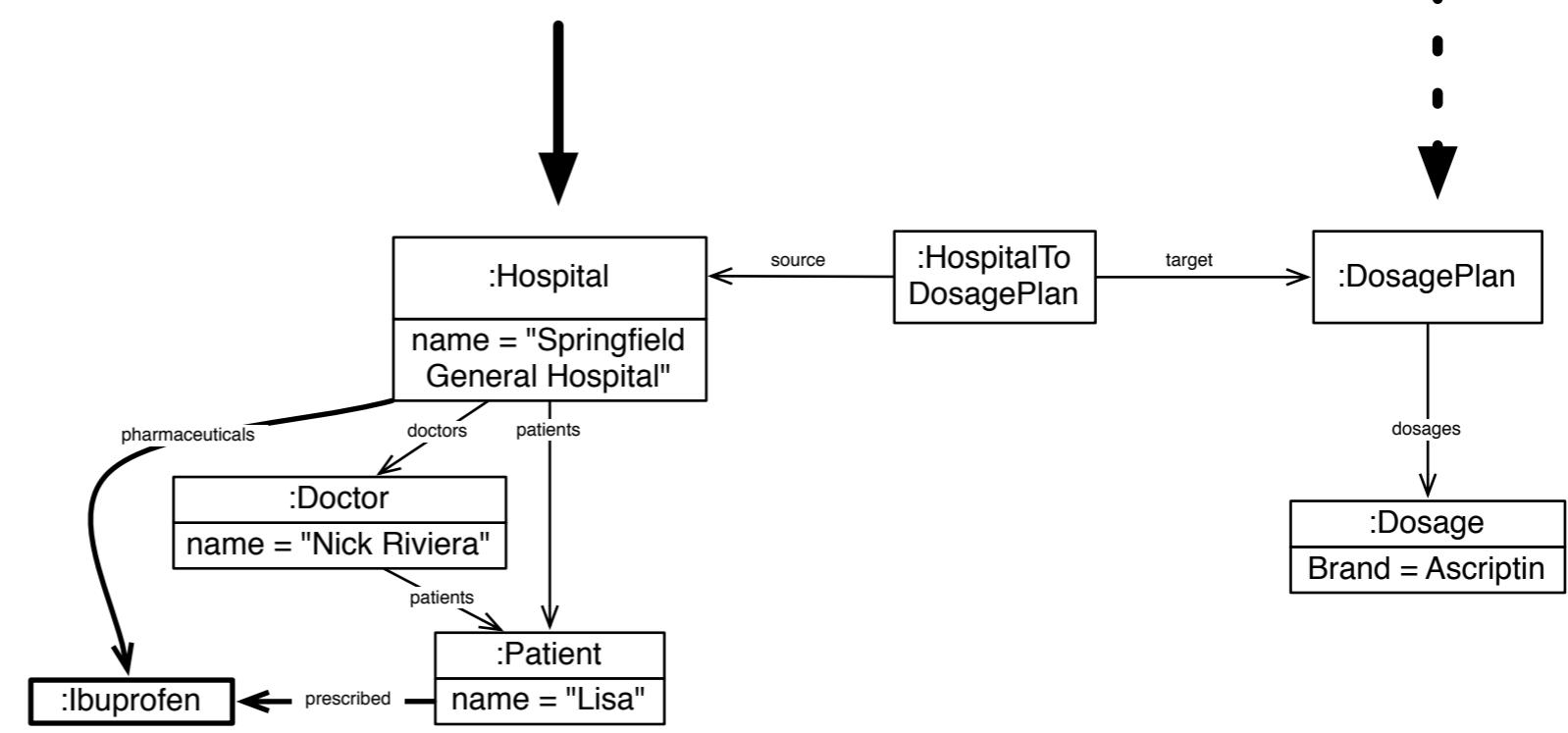
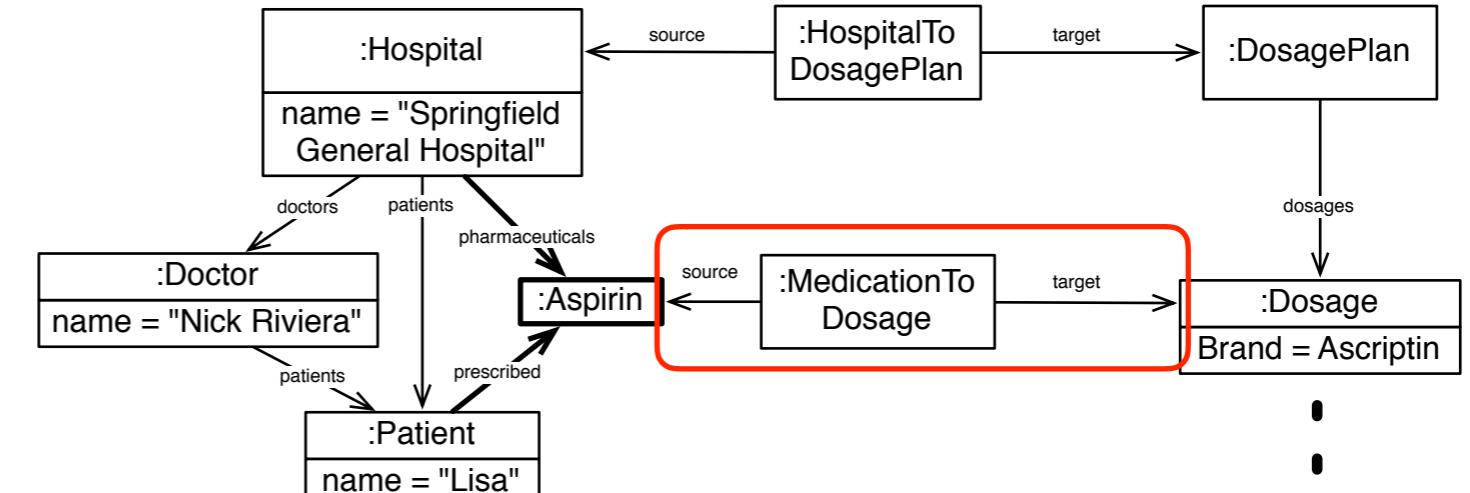
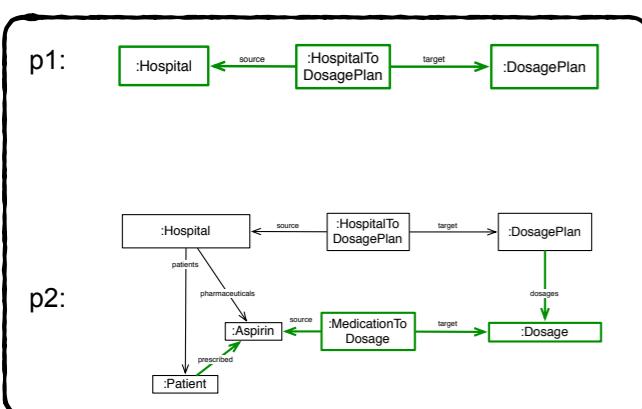




Running Example: Re-Alignment

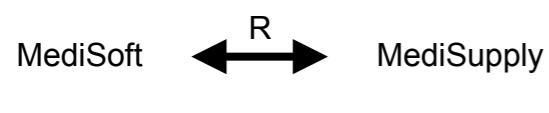


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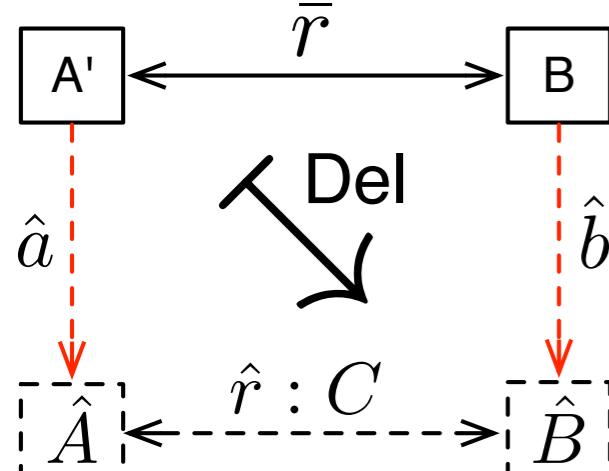
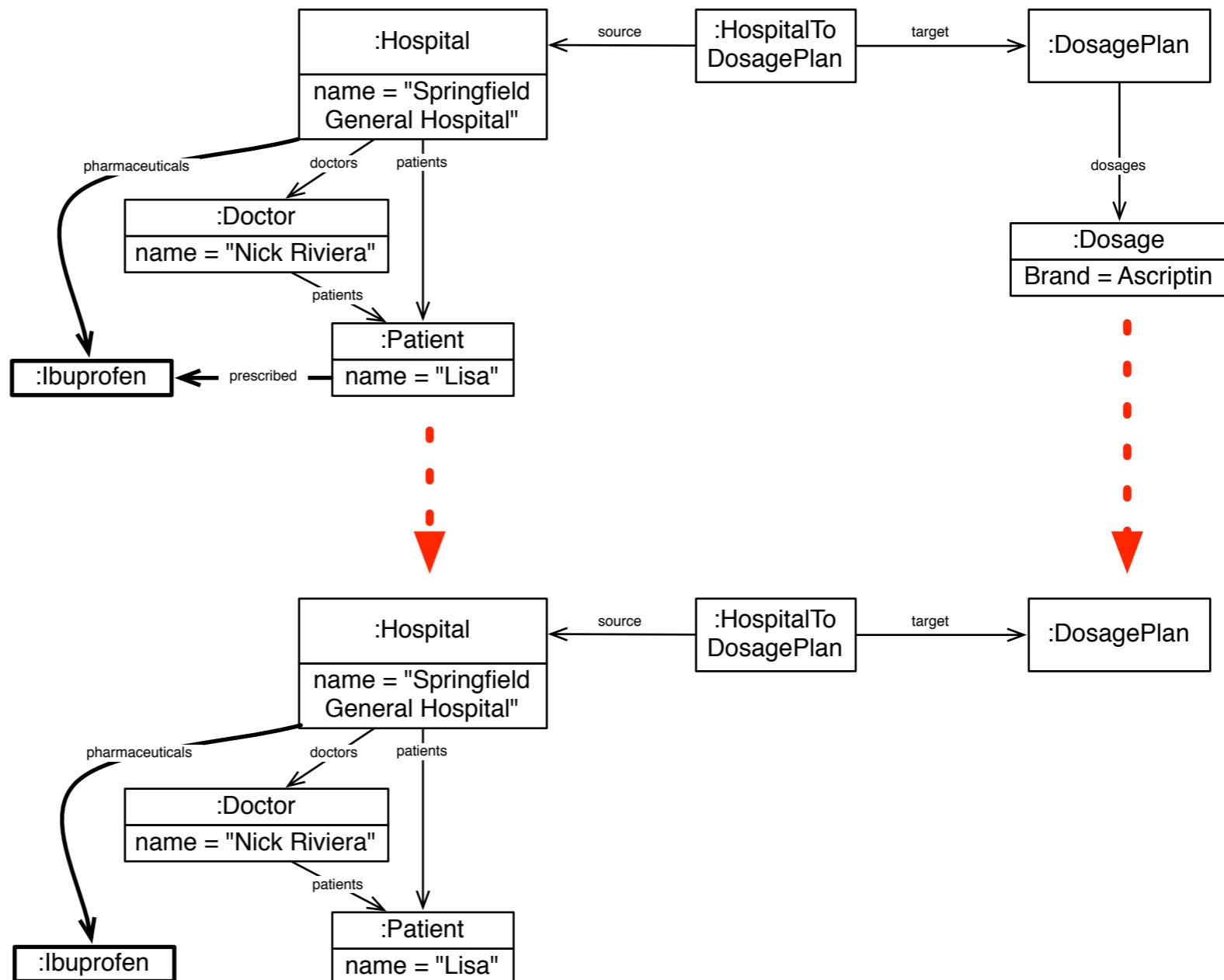
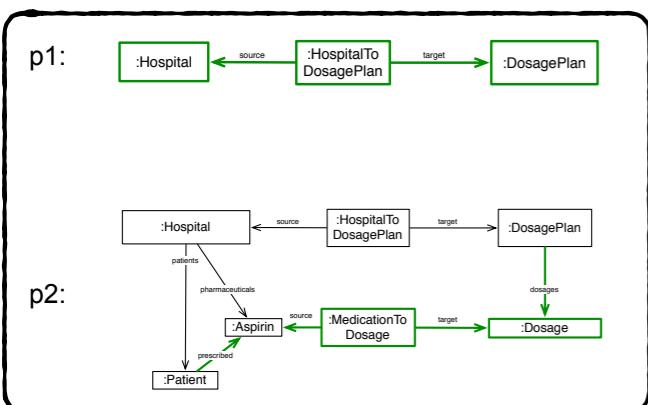




Running Example: Rollback

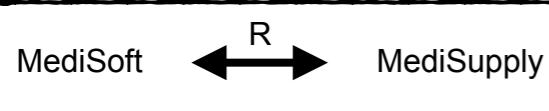


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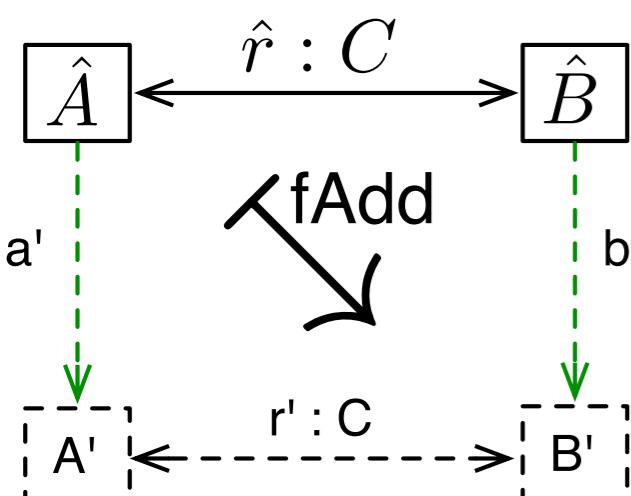
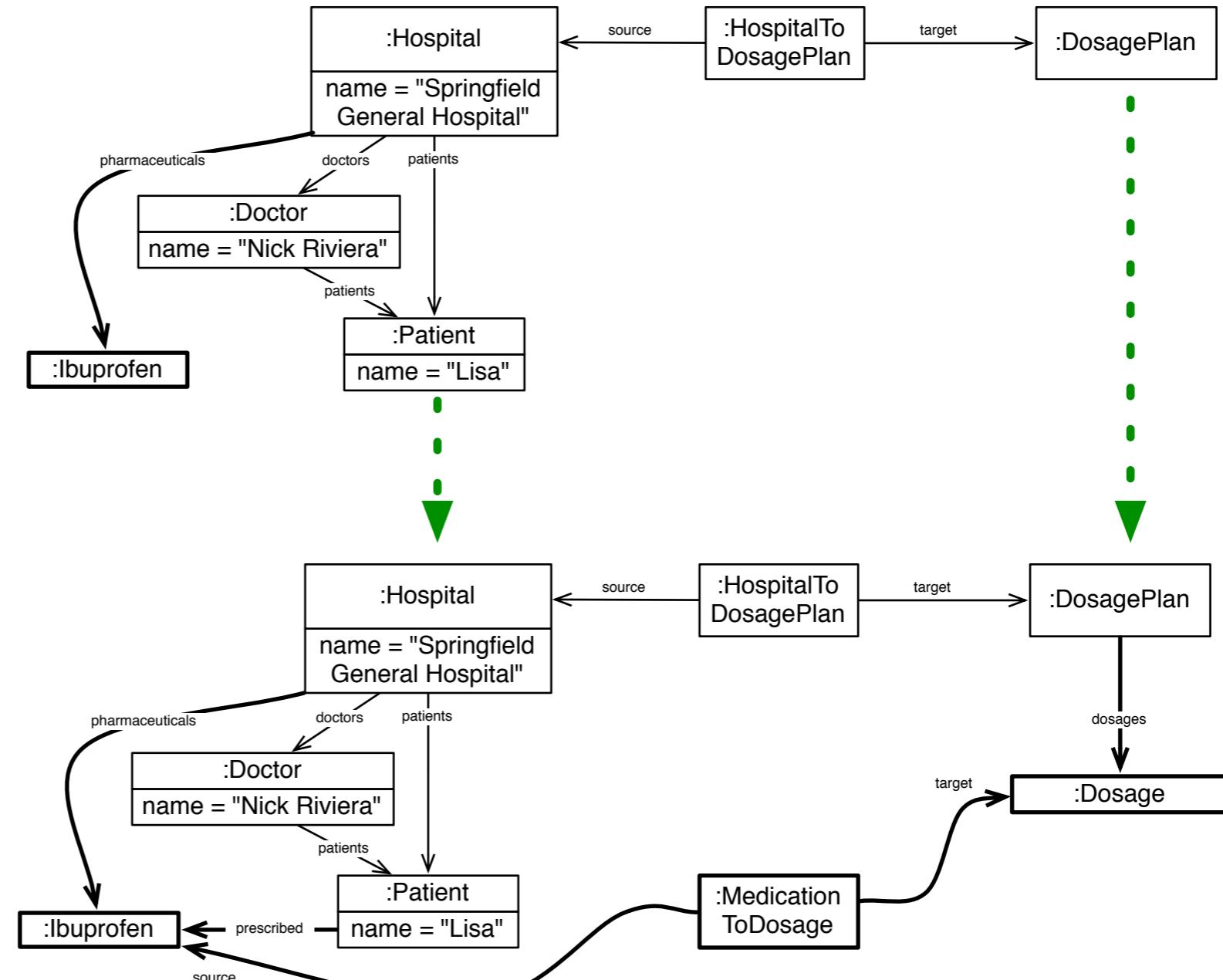
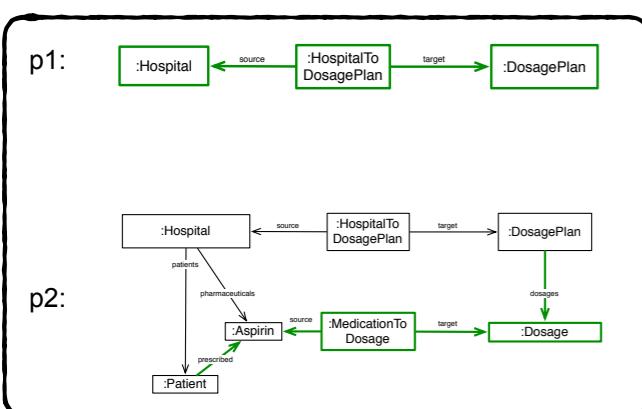




Running Example: Re-Translation

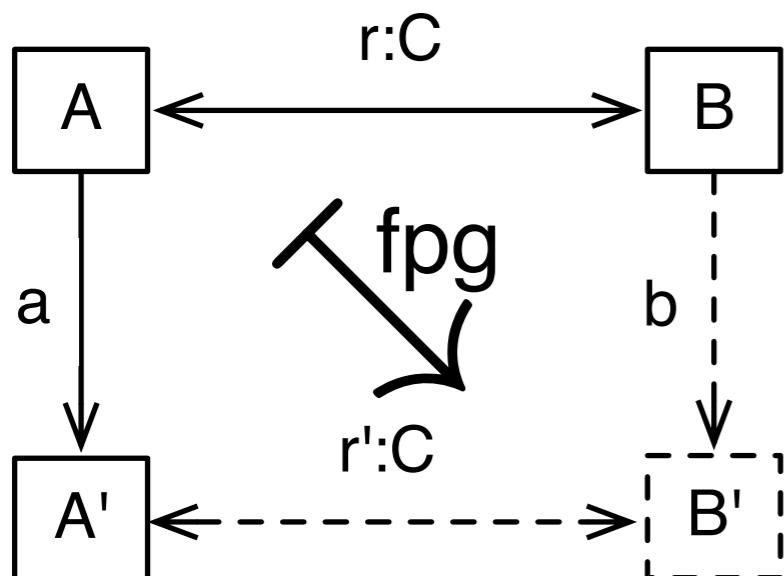


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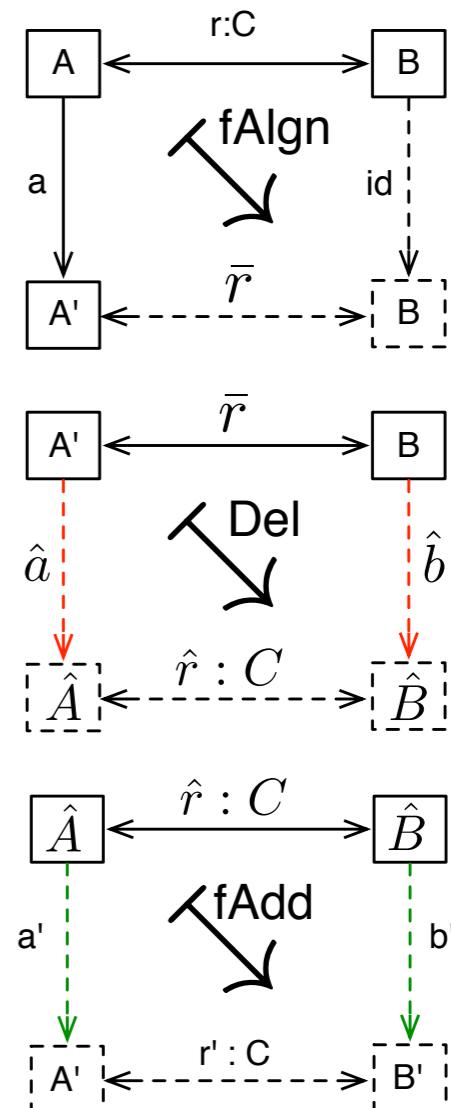
What do TGG tools do?



1. (Re-)Alignment:

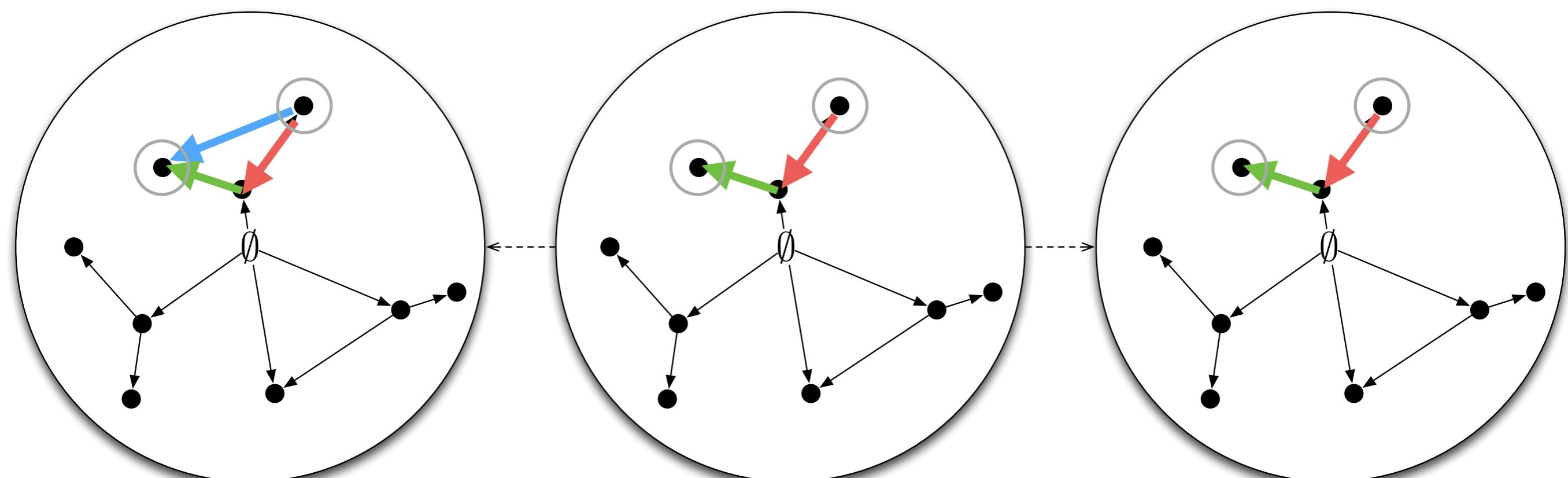
2. Rollback:

3. (Re-)Translation:



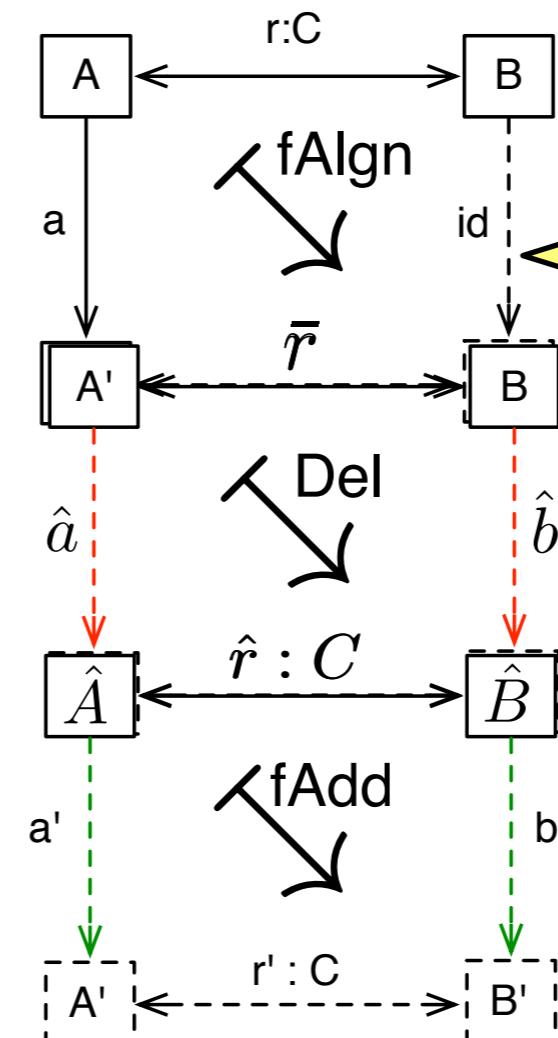
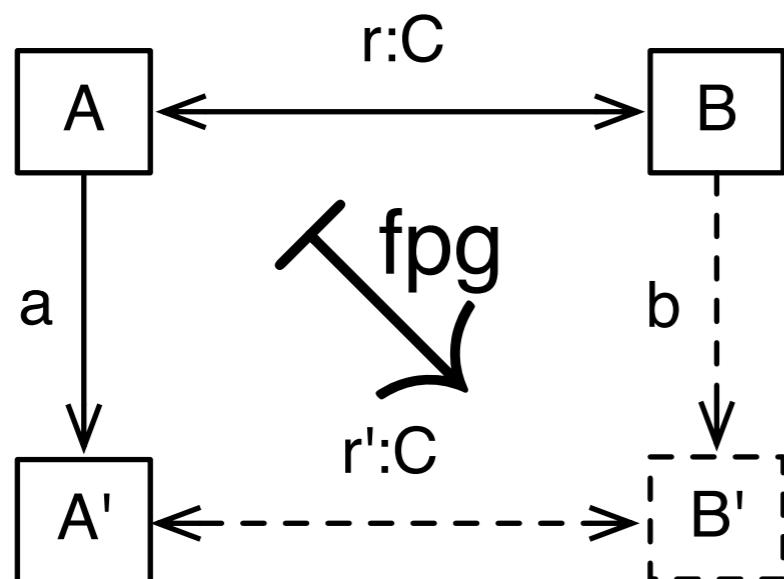


Synchronisation Algorithm: Geometric Intuition



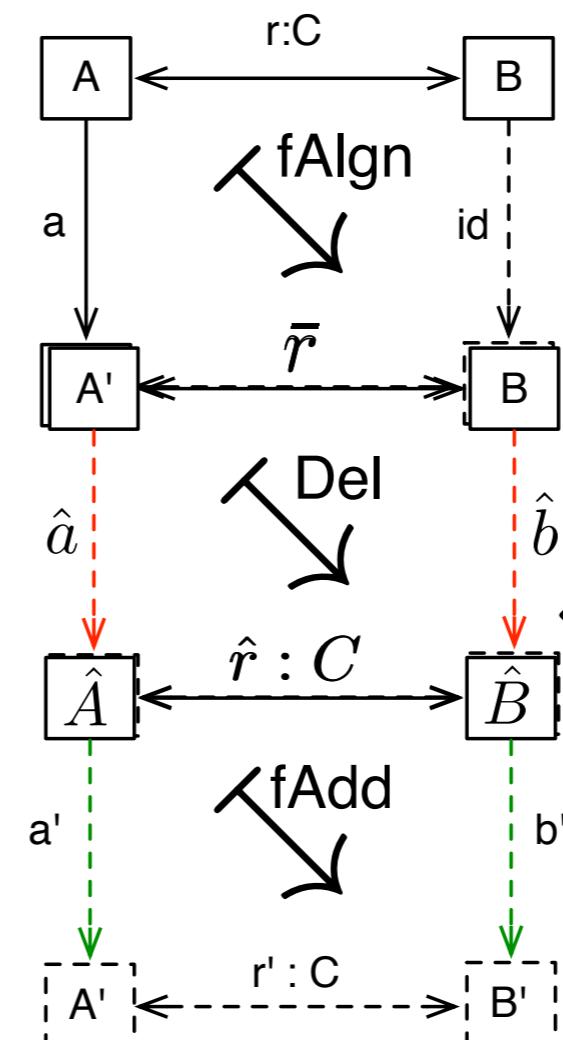
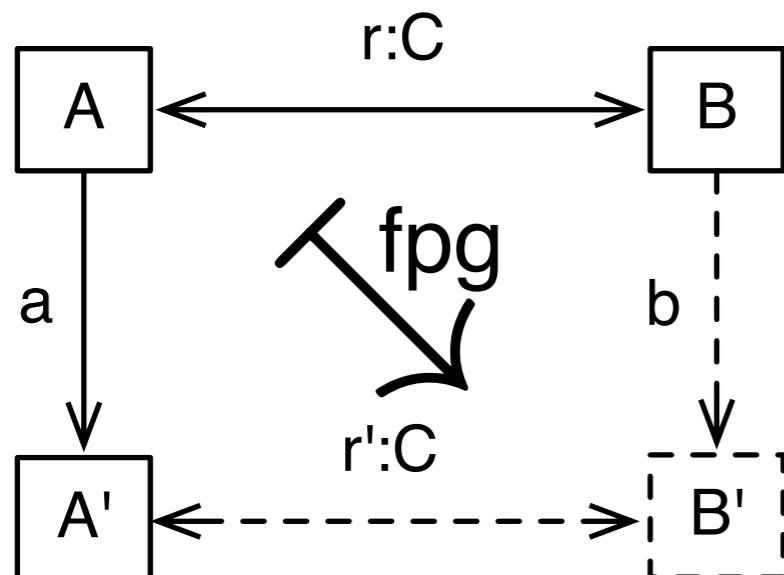


Some remarks on implementation





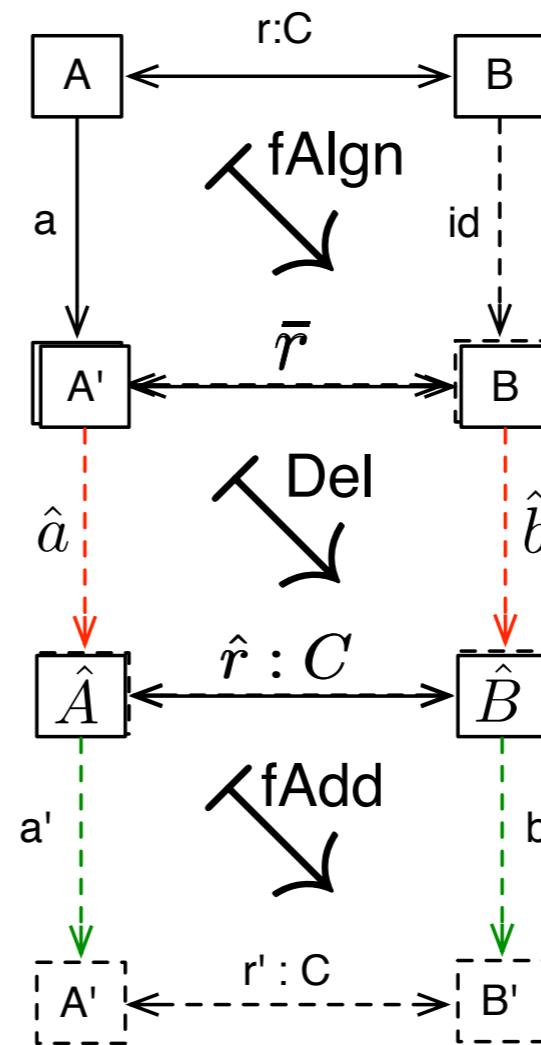
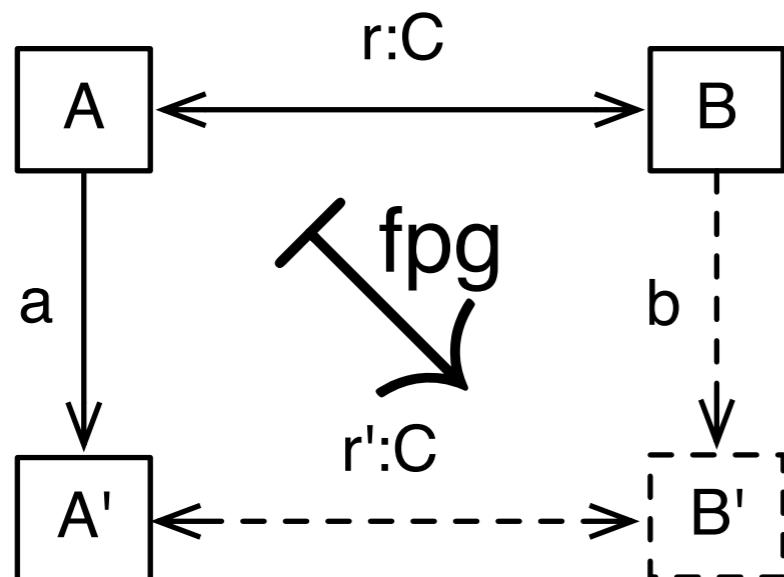
Some remarks on implementation



hard: requires a complete
remarking of all elements
(very inefficient), most TGG
tools employ some kind of
optimisation technique



Some remarks on implementation



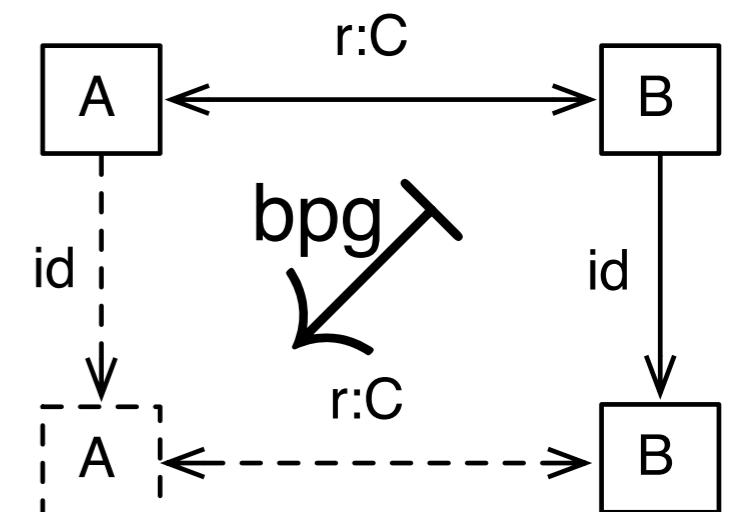
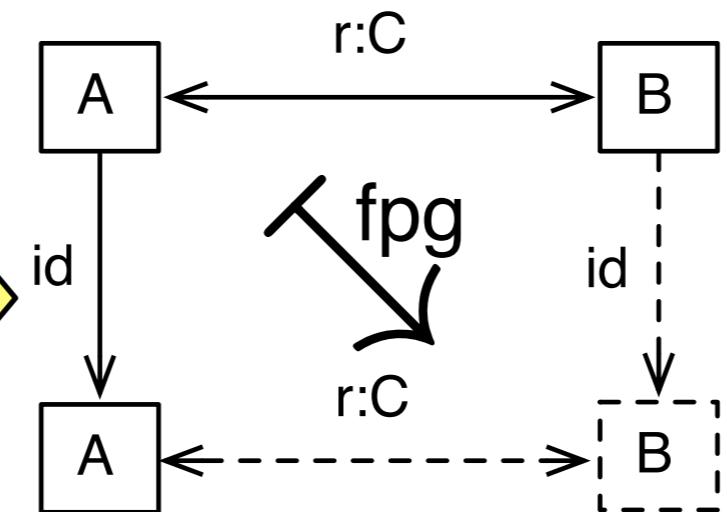
but: requires backtracking in general, so most TGG tools pose some (rather technical) restrictions

easy: just apply TGG rules wherever they match (typically quite efficient)



Proving stability

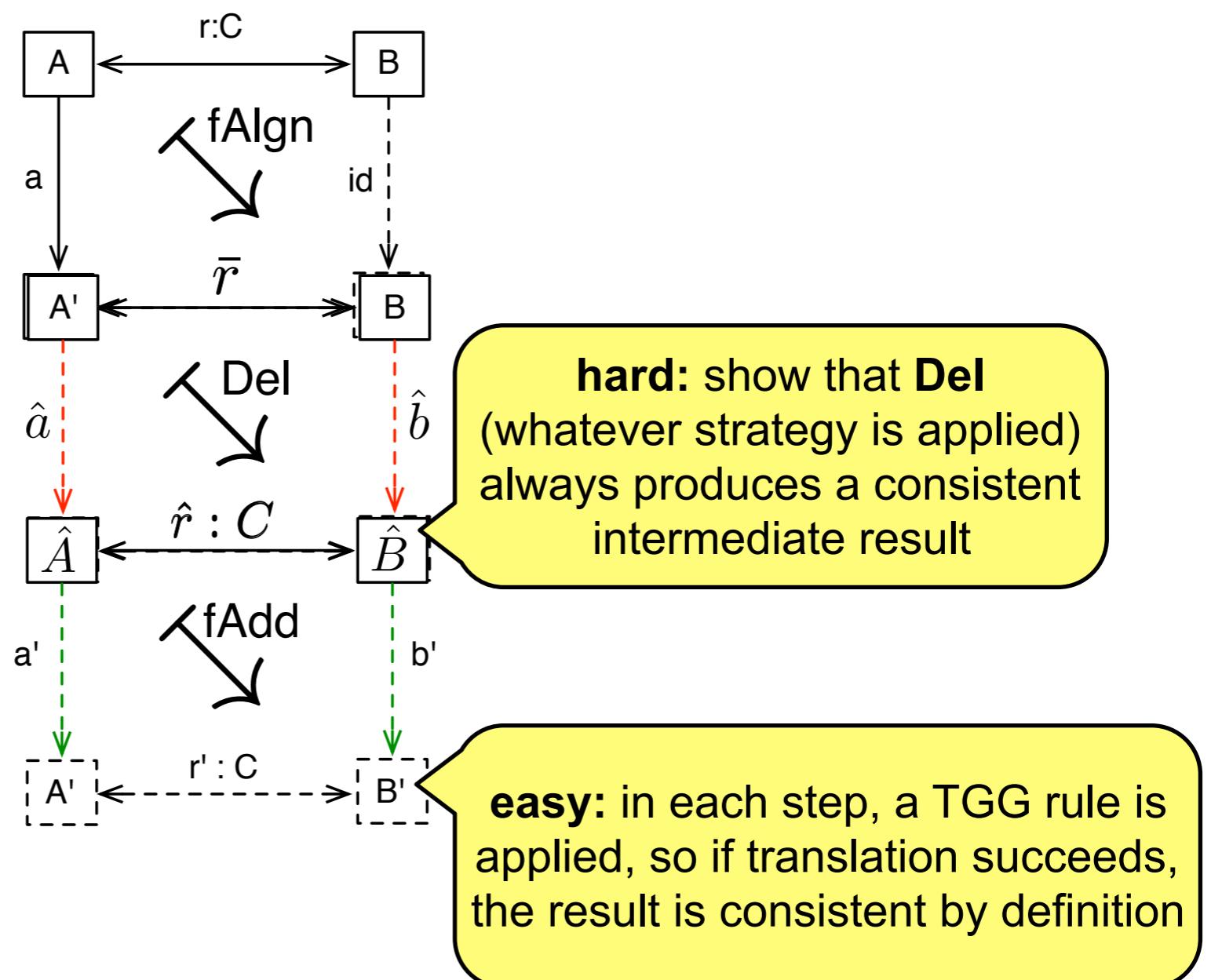
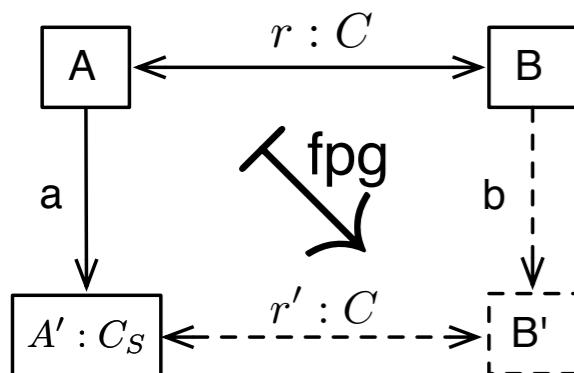
a TGG tool that actually inspects the delta to be propagated is trivially stable



so **incremental** TGG tools are stable, **batch** TGG tools are not

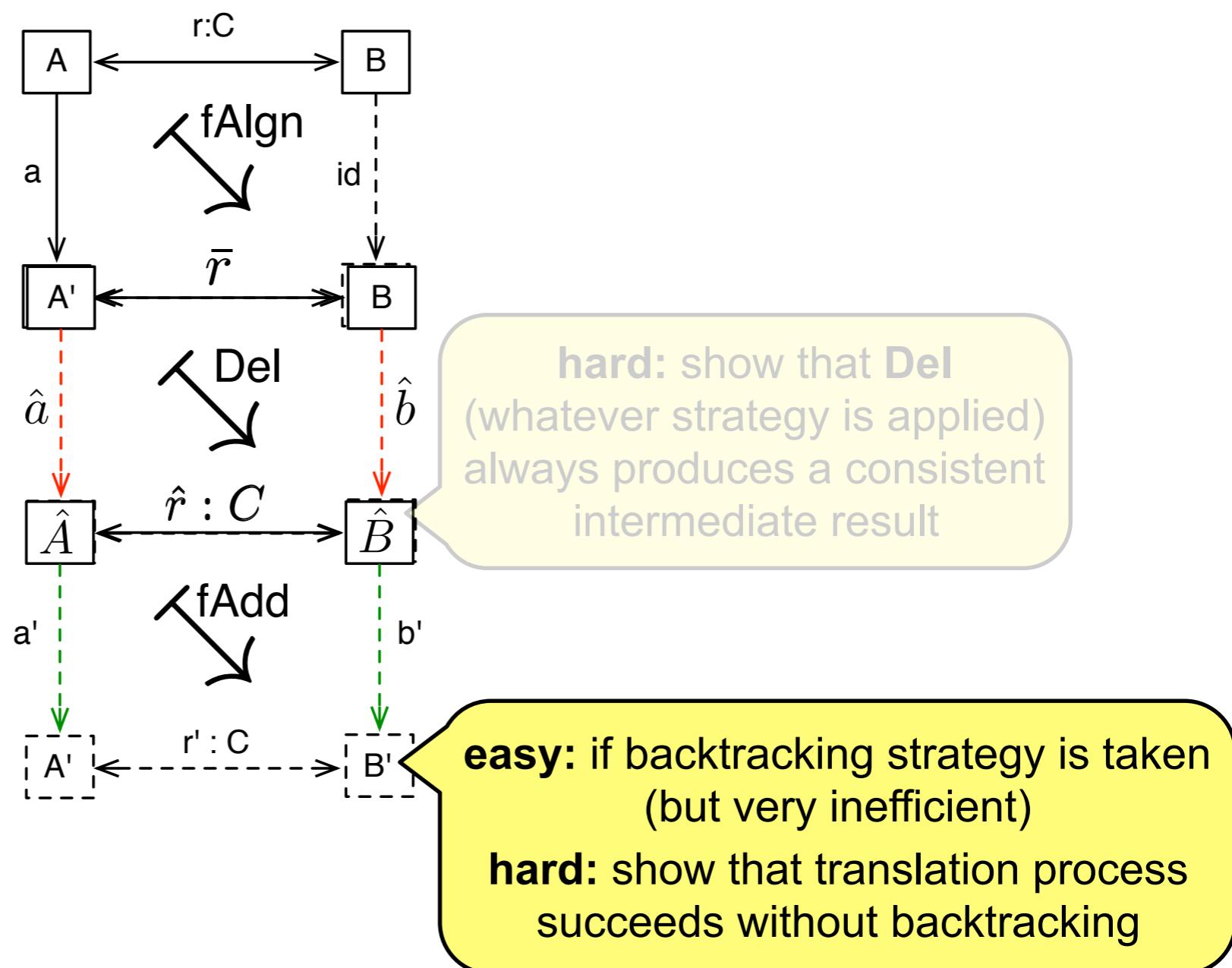


Proving correctness



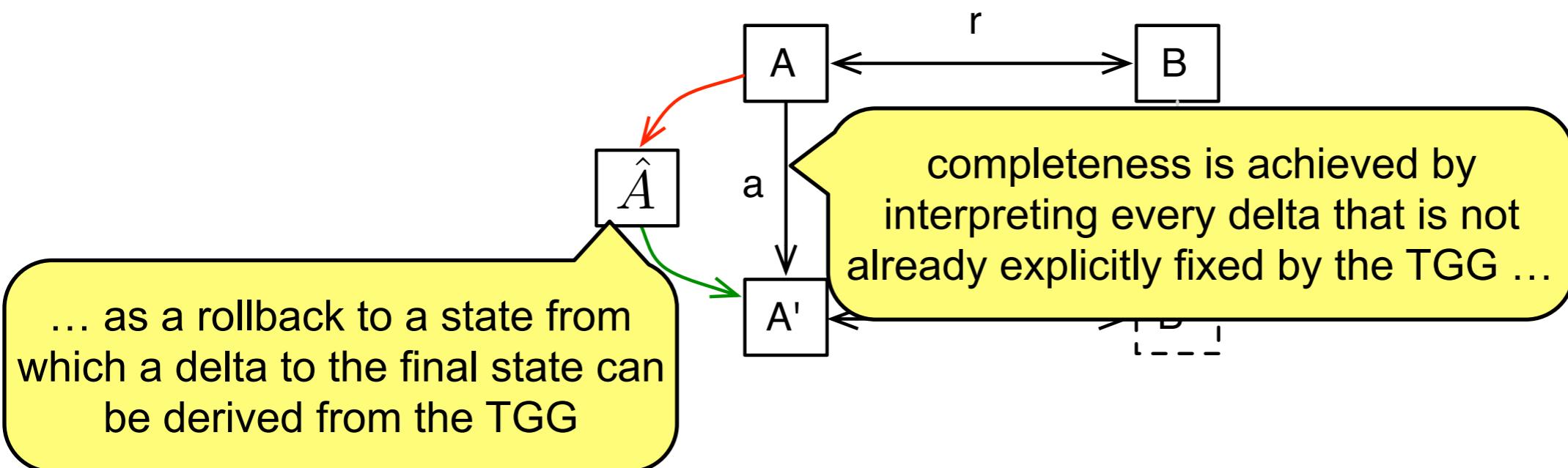


Proving completeness



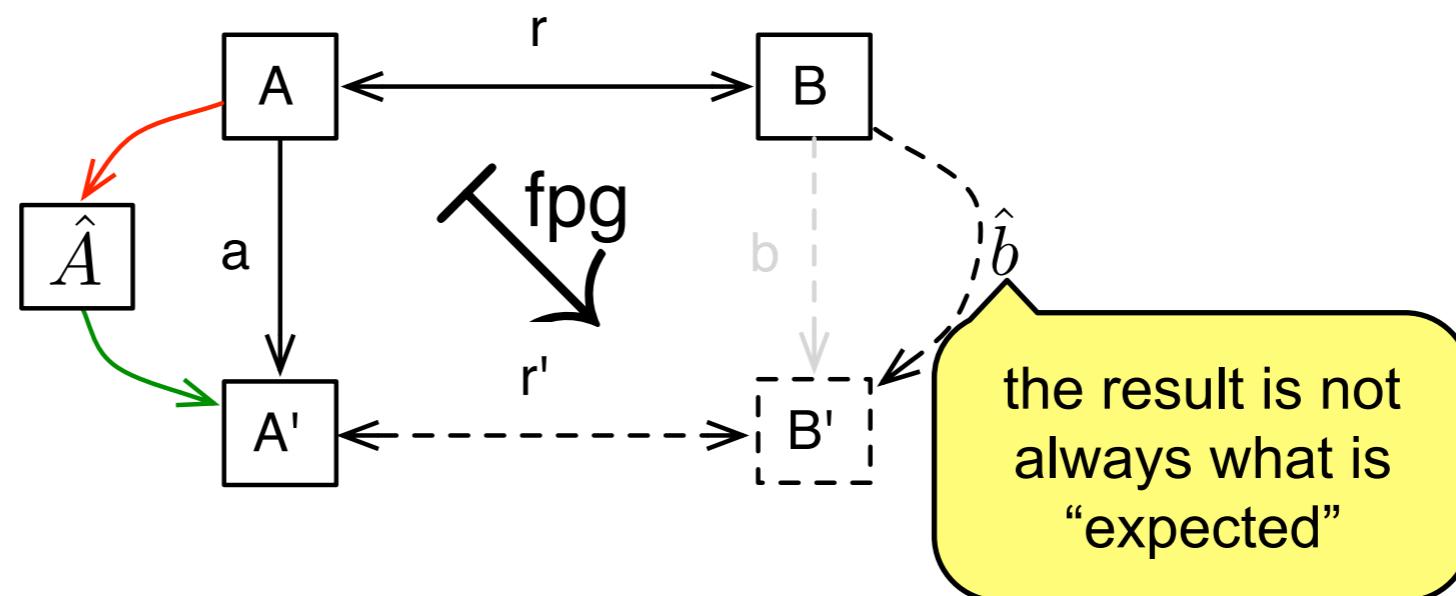


Some closing remarks on TGGs



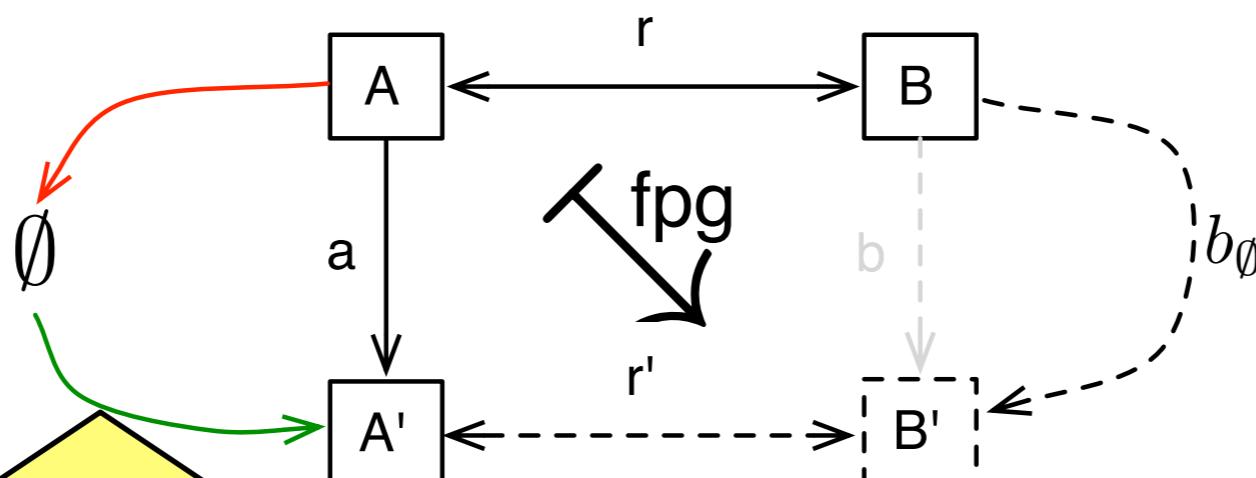


Some closing remarks on TGGs





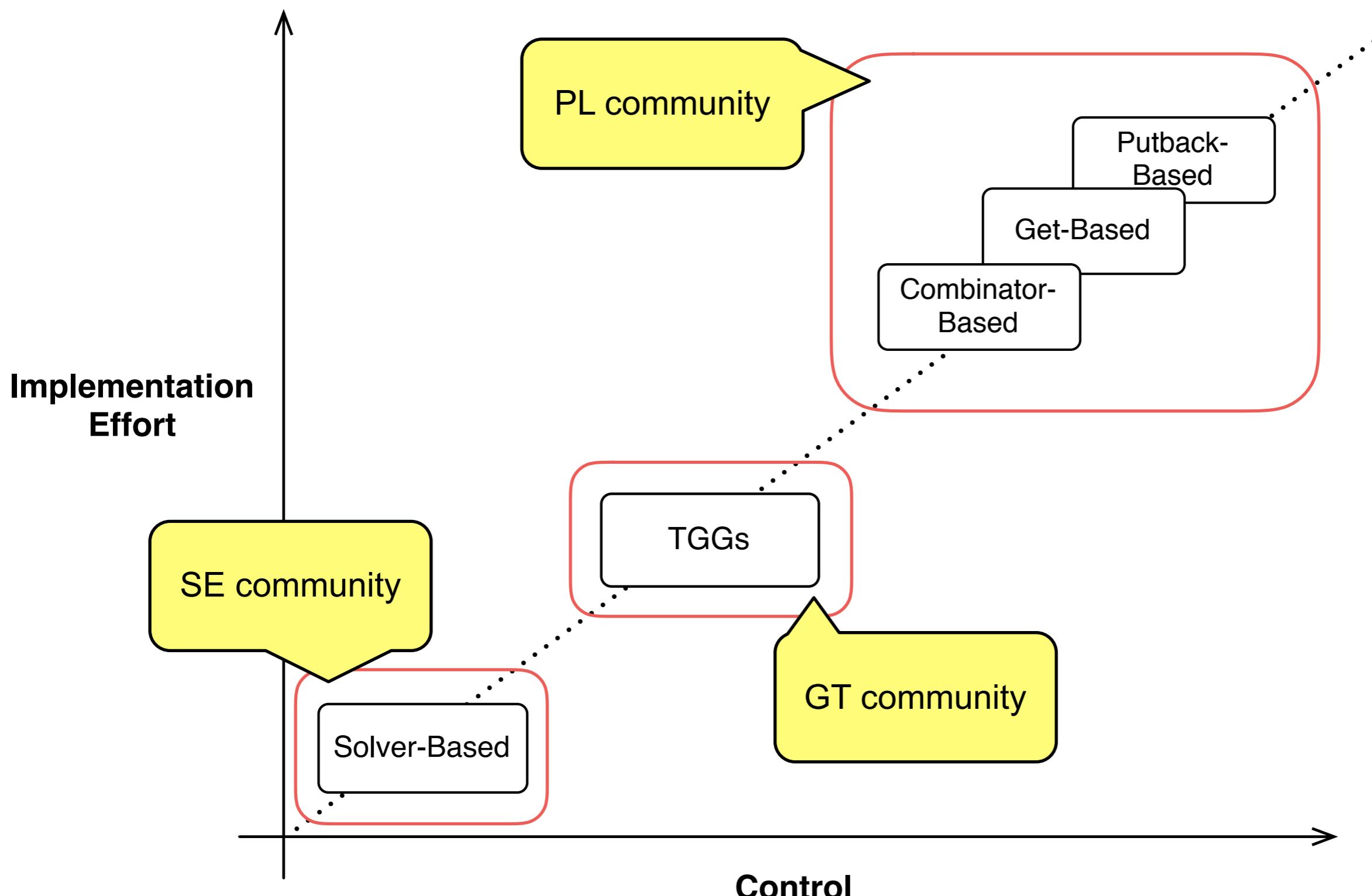
Some closing remarks on TGGs



in the worst case, this can result in a complete rollback and re-translation (just as bad as batch, and less efficient!)

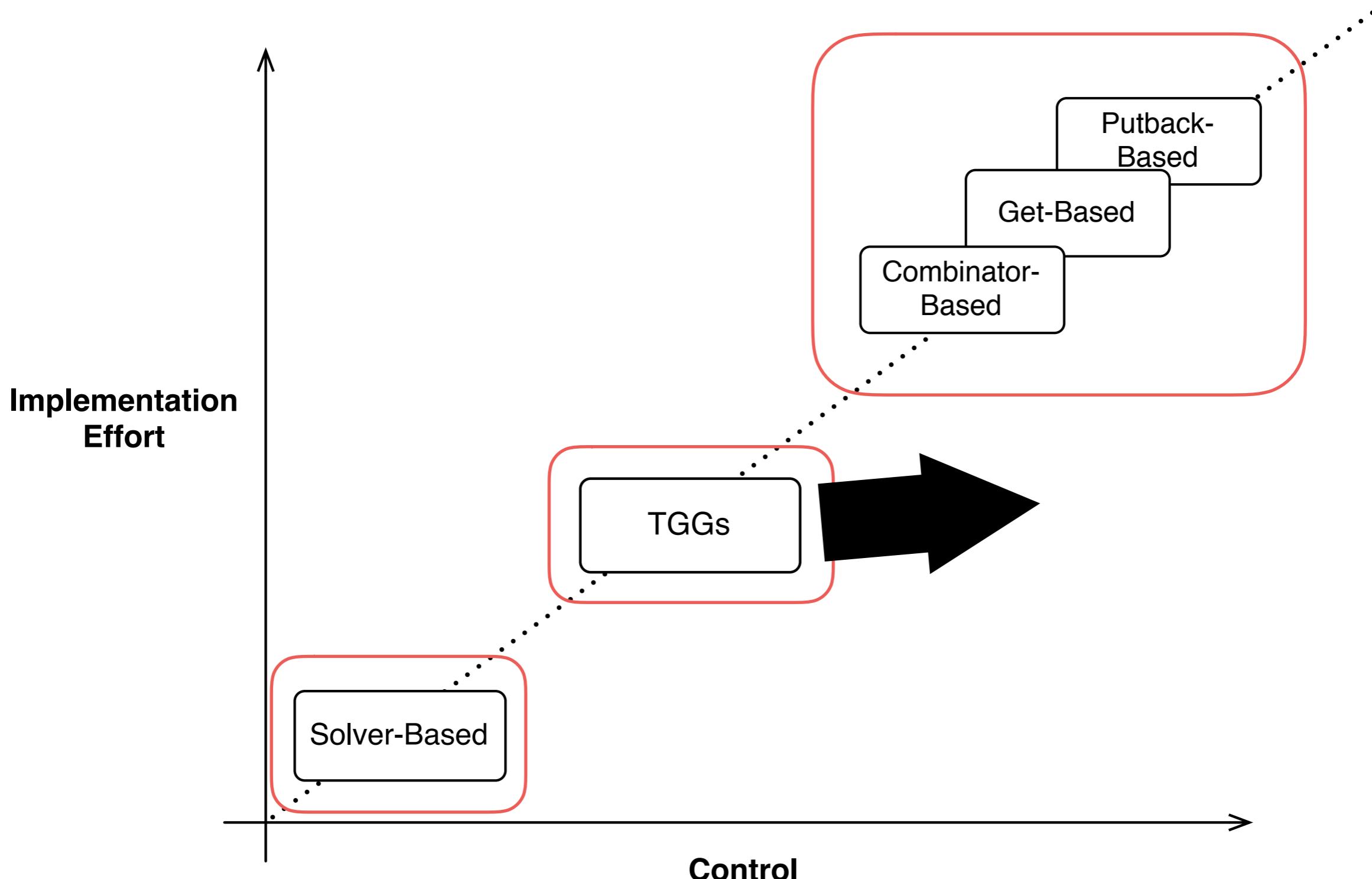


TGGs in relation to other bx approaches





TGG Research Challenge (one of many! see [1])



[1] 20 Years of Triple Graph Grammars: A Roadmap for Future Research. A Anjorin, E Leblebici, A Schürr - ECEASST, 2016



Being declarative is good



Consistent Model Generator
(e.g., for test input data)

a TGG only **declares** “consistency”
and not, e.g., how to restore it

Consistency Checker
(e.g., as a test oracle)

Traceability
Maintenance

...



Things I would do right now if I could clone myself

- Further explore synergy between TGGs and logic/constraint programming (cf., e.g., [2,3])
- Graph transformation is functional (cf., e.g., [4])!
Especially promising for implementing static analyses (cf., e.g., [5]).
- Continue work on bx and TGGs (cf., e.g., [1]).

- [1] Anjorin, A., Leblebici, E., Schürr, A.: 20 Years of Triple Graph Grammars: A Roadmap for Future Research.
2016, Vol 73 pp. 1-20, ECEASST
- [2] Anjorin, A., Varró, G., & Schürr, A.: Complex Attribute Manipulation in TGGs with Constraint-Based Programming Techniques.
BX 2012.
- [3] Erhan Leblebici: Towards a Graph Grammar-Based Approach to Inter-Model Consistency Checks with with Traceability Support.
BX 2016.
- [4] Scott West, Wolfram Kahl: A Generic Graph Transformation, Visualisation, and Editing Framework in Haskell.
GTVMT 2009
- [5] Anjorin, A., Leblebici, E., Schürr, A., & Taentzer, G. A Static Analysis of Non-confluent Triple Graph Grammars for Efficient Model Transformation. ICGT 2014.



Things you should check out

a bx repository with quite
a few bx examples

overview of bx
events and venues

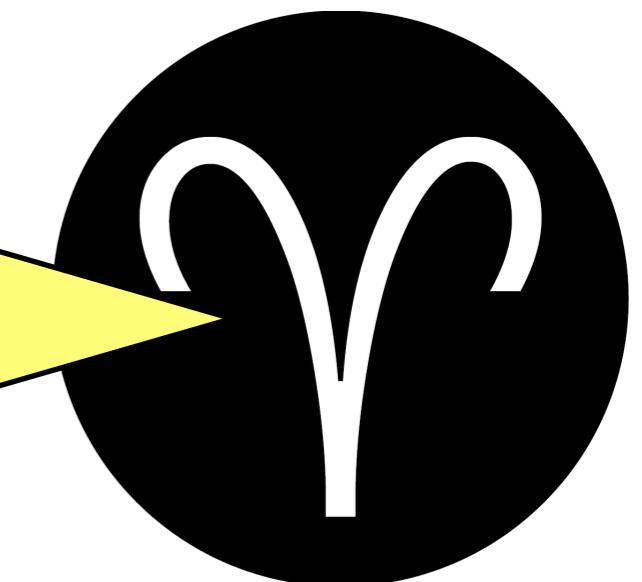
www.bx-community.wikidot.com

related bx tools
and papers

actively developed TGG
tool with an extensive
handbook (for beginners)

recent bx summer school with
extensive slides, a virtual machine
for the TGG examples, ...

<http://www.cs.ox.ac.uk/projects/tlcbx/ssbx/>



www.emoflon.org