

Language, Models and Megamodels

Tutorial on Megamodelling

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Learning Outcomes

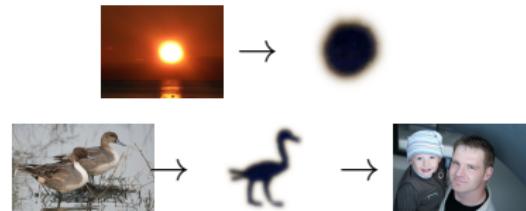
- What is a model? ...a metamodel? ...a megamodel?
- Why would you need one?
- Relations between models
- Kinds of megamodels
- Mega patterns
- Practical megamodelling

I'm a language engineer, so we'll start from a language perspective.

So... What's a Language?

A language

- is a form of **communication**
- has **structure**
- carries **meaning**
- is/creates **abstraction**



Languages

Kinds:

- Natural
- Artificial
 - Formal

Software language: *Artificial language used in software development*

- Programming, Modelling, Data representation, Ontologies, APIs, ...

Forms:

- Written
- Spoken
- Diagrams

Purpose:

- General-Purpose
Can define arbitrary abstractions

- Domain-specific

What's a model?

*A model is a simplification of a system build with an intended goal in mind.
The model should be able to answer questions in place of the actual system**

- Typically, a model **represents** a system
- System may be **abstract** or **real**
- May also be used in the sense of a type/class, example, instance, mold
- Descriptive or prescriptive

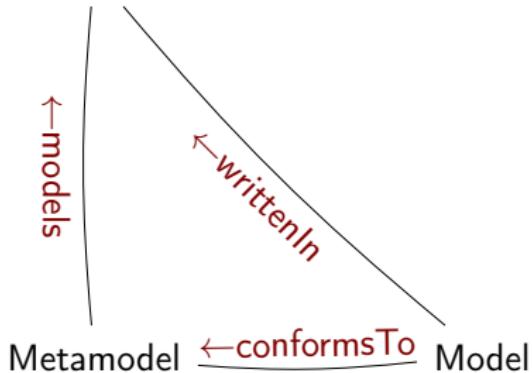


* [Bézivin, Gerbé, *Towards a Precise Definition of the OMG/MDA Framework*]

...aaand a metamodel?

A metamodel is model of a modelling language

Modelling Language



Solar System Model Project

Solar System Model

GRADING GUIDELINES:
You will build a Solar System model. It should:

- Include the sun, 8 planets, and Earth's moon. (20 points)
- Include and label ~~any~~ of the following objects: asteroid, comet, meteor, or constellation. (5 points)
- Nicely label each planet. (10 points)
- Label each planet's distance from the sun IN MILES and convert to smaller numbers. (5 points)
- Be creative, colorful, and interesting. (10 points) Label the inner and outer planets. (5 points)
- You are welcome to include anything additional on your model! It will count as extra credit.

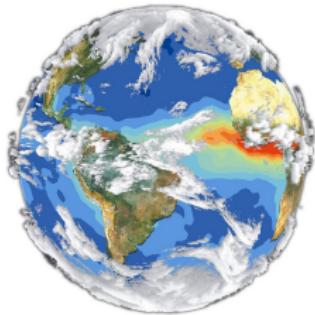
Announcements
Smart News in The Environment
Activities
Blog Post
Moodle Discussion
Homework
Solar System Model Project
Recent Board
Permalink

'Sup With Megamodels?

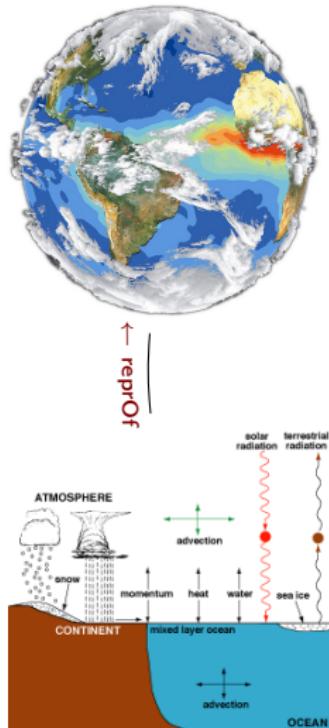
A megamodel is model of a system of models



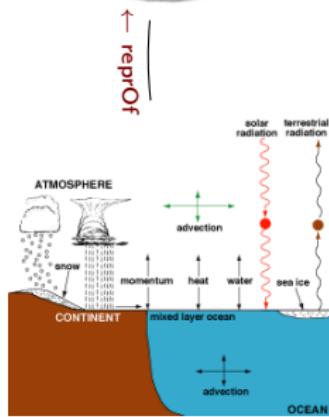
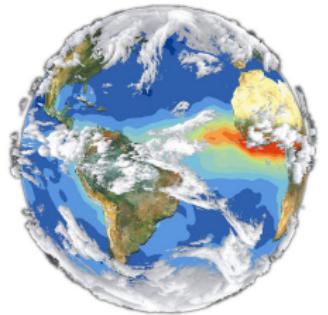
A Totally Unrelated Example: Climate Modelling



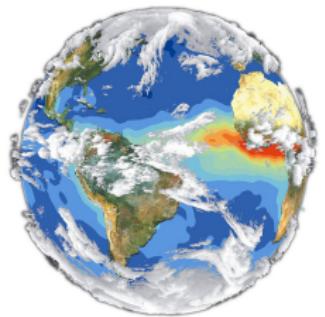
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A Totally Unrelated Example: Climate Modelling



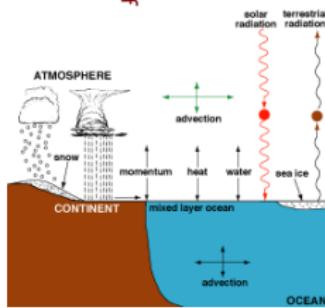
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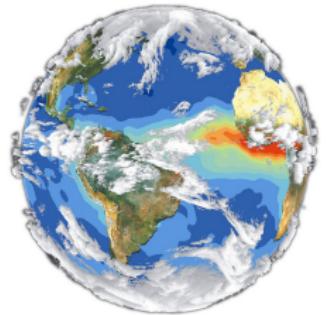
← impacts →



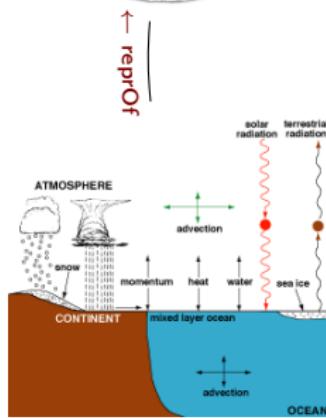
↔ reprof ↔



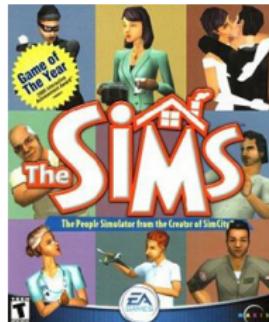
A Totally Unrelated Example: Climate Modelling



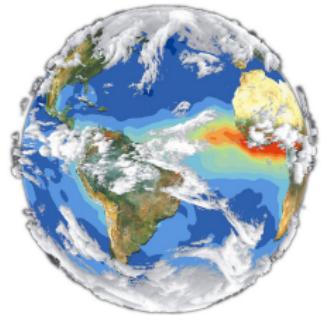
← impacts →



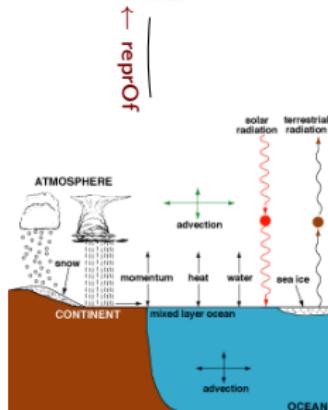
↑
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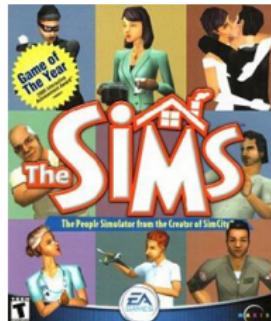
A Totally Unrelated Example: Climate Modelling



← impacts →



← reprOf →



Why Would You Need a Megamodel?

To **understand** your system:

- Models have implicit relations and assumptions:
 - What **technologies** are in the environment?
 - How does this model **relate** to other models? (e.g. models may show different views of same system)
- Systems of models may very complex
 - Need a **model** to understand them!
- Supporting MDE with model management
- Define software architecture

Things to model:

- Languages
- Technologies
- Programs
- Transformations
- Relations
- ...

Relationships:

- Conformance
- Transformation
- Composition
- Representation
- ...

Megamodel Relations

Ad hoc megamodelling:

- Draw a diagram with models
- Add relations between them
- Relations are in natural language

Focus is on **understanding** and
communicating.



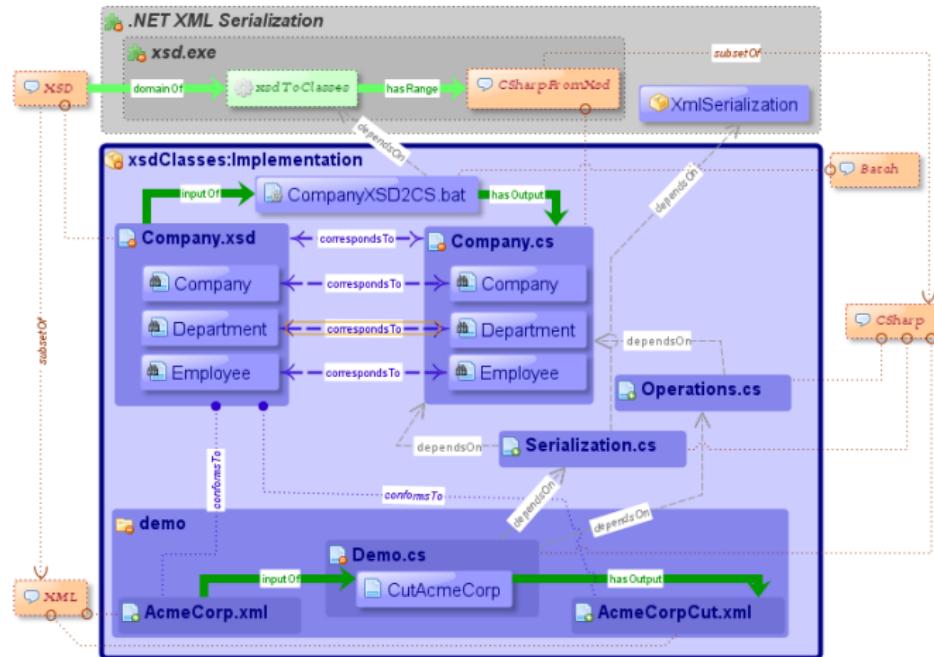
Jean-Marie's relations:

- μ : representationOf
- ϵ : elementOf
- δ : decomposedIn
- χ : conformsTo

E.g.: *Program is ElementOf Language,*
Grammar is RepresentationOf Language,
Program ConformsTo Grammar,
System is DecomposedIn Component

Megamodel Relations

Relations in MegaL:



[Favre, Lämmel, and Varanovich, *Modeling the Linguistic Architecture of Software Products*]

Megamodel Relations

Relations in MegaL:

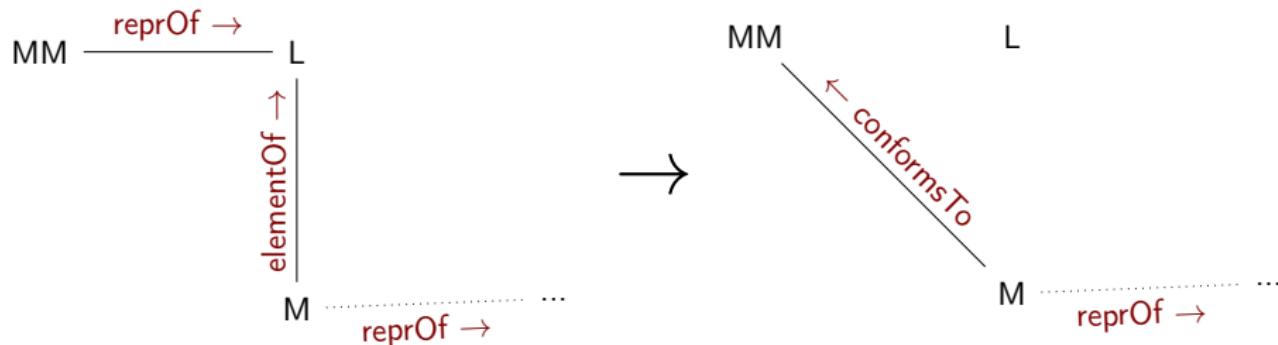
- *:Language subsetOf :Language*
- *:Artifact elementOf :Language*
- *:Language domainOf :Function*
- *:Function hasRange :Language*
- *:FunctionApplication elementOf :Function*
- *:Artifact inputOf :FunctionApplication*
- *:FunctionApplication hasOutput :Artifact*
- *:Artifact conformsTo :Artifact*
- *:Artifact partOf :Artifact*
- *:Artifact correspondsTo :Artifact*
- *:Artifact dependsOn :Artifact*
- *:Artifact dependsOn :Language*
- *:Artifact realizationOf :Function*
- *:Artifact definitionOf :Language*
- *:Program partOf :Technology*
- *:Library partOf :Technology*

[Favre, Lämmel, and Varanovich, *Modeling the Linguistic Architecture of Software Products*]

Megamodel Patterns

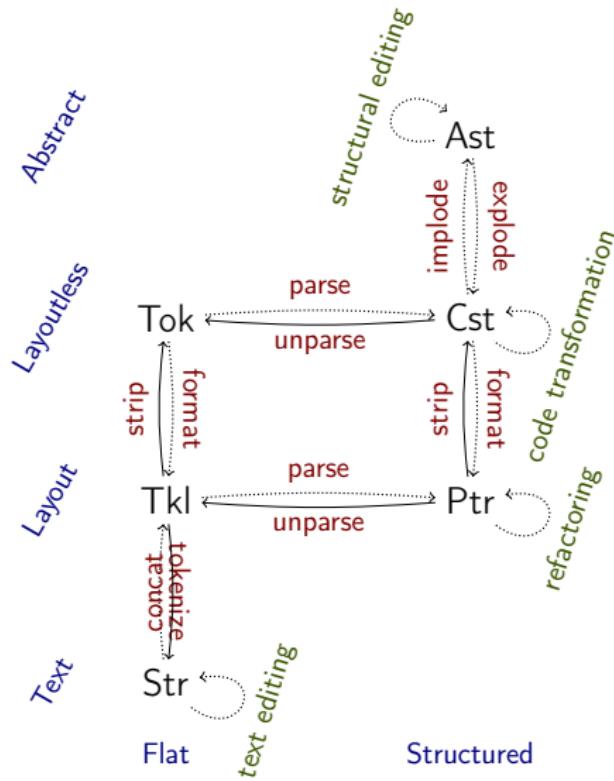
Example:

Specification/Language/Program or Metamodel/Language/Model



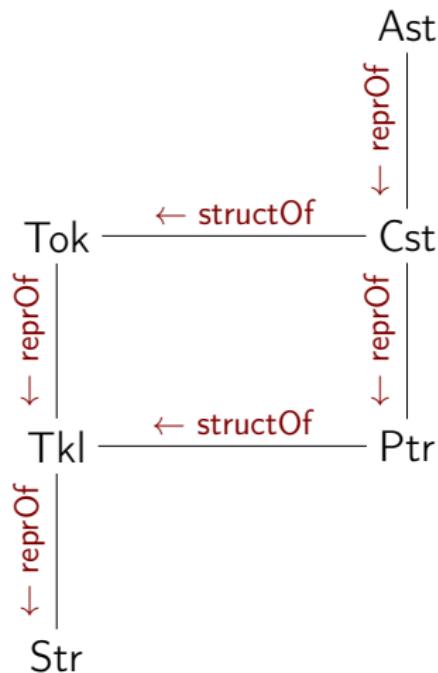
[Favre, *Megamodelling and etymology. A story of words: from MED to MDE via MODEL in five millenniums*]

Practical Megamodelling: Modelling Language Artifacts

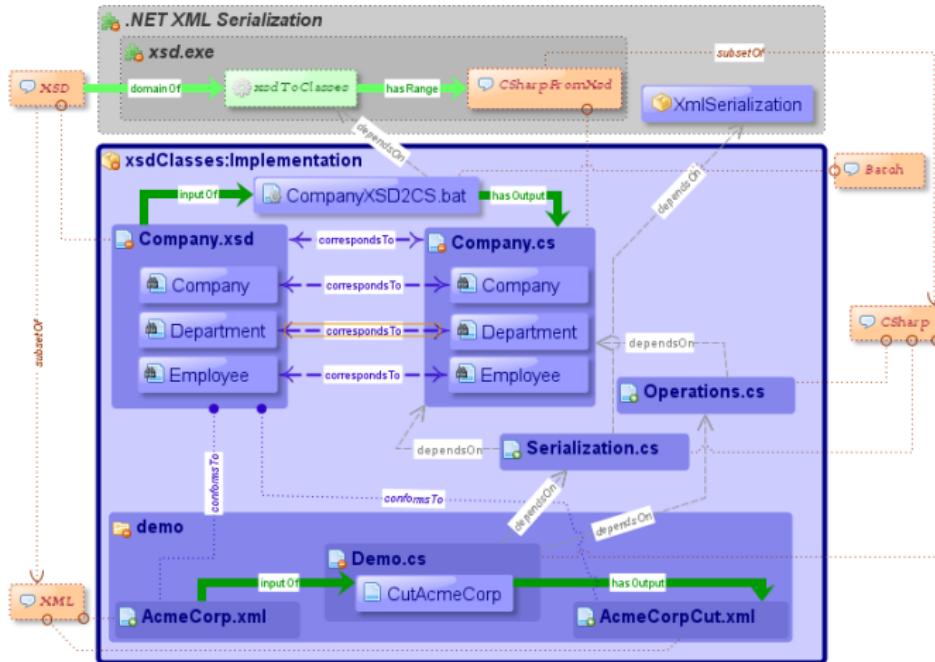


[Zaytsev & Bagge: Parsing in a Broad Sense]

Practical Megamodelling: Modelling Language Artifacts

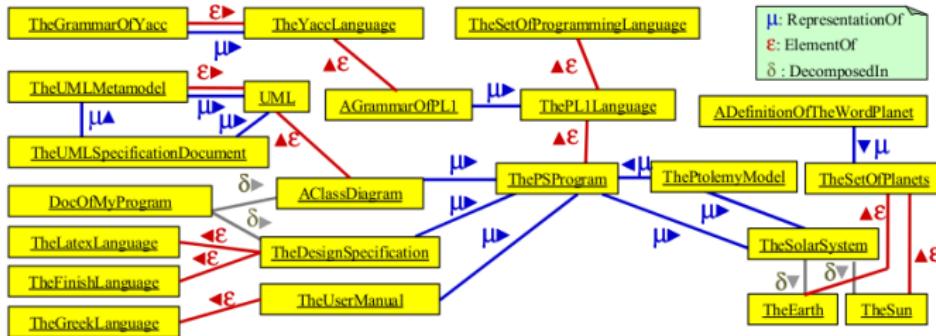


MegaL



[Favre, Lämmel, and Varanovich, *Modeling the Linguistic Architecture of Software Products*]

Another Example: Astronomical Simulation Software



[Favre, *Megamodelling and etymology. A story of words: from MED to MDE via MODEL in five millenniums*]

Summary

- Language is structured and meaningful communication
- Models abstract over and represent systems
- Metamodels are models of (modelling) languages
- Megamodels are models of systems of models
 - Aimed at understanding (for humans)
 - Makes relationships explicit
 - Identifies roles – and missing models

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