

Part I

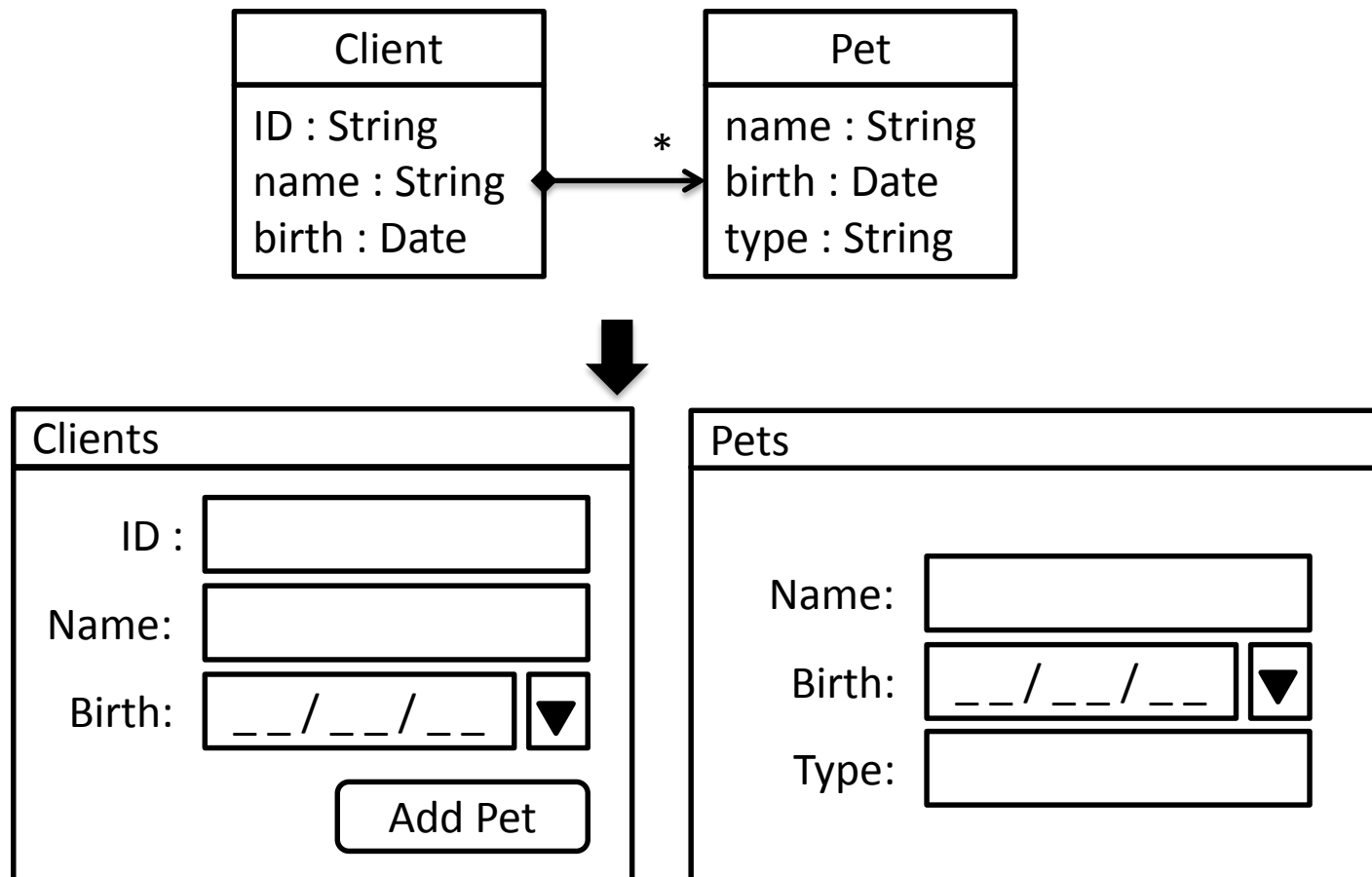
# **INTRODUCTION TO ATL**

# ATL Language

- ATL: ATLAS Transformation Language
  - Mature transformation infrastructure (>10 years)
  - Widely used language
  - <https://eclipse.org/atl/>
- ATL characteristics
  - Designed for model-to-model transformations
  - Source models are read-only
  - Target models are write-only
  - Rule-based + implicit reference resolution
  - Model navigation in OCL
  - Limited imperative constructs

# Transformation example

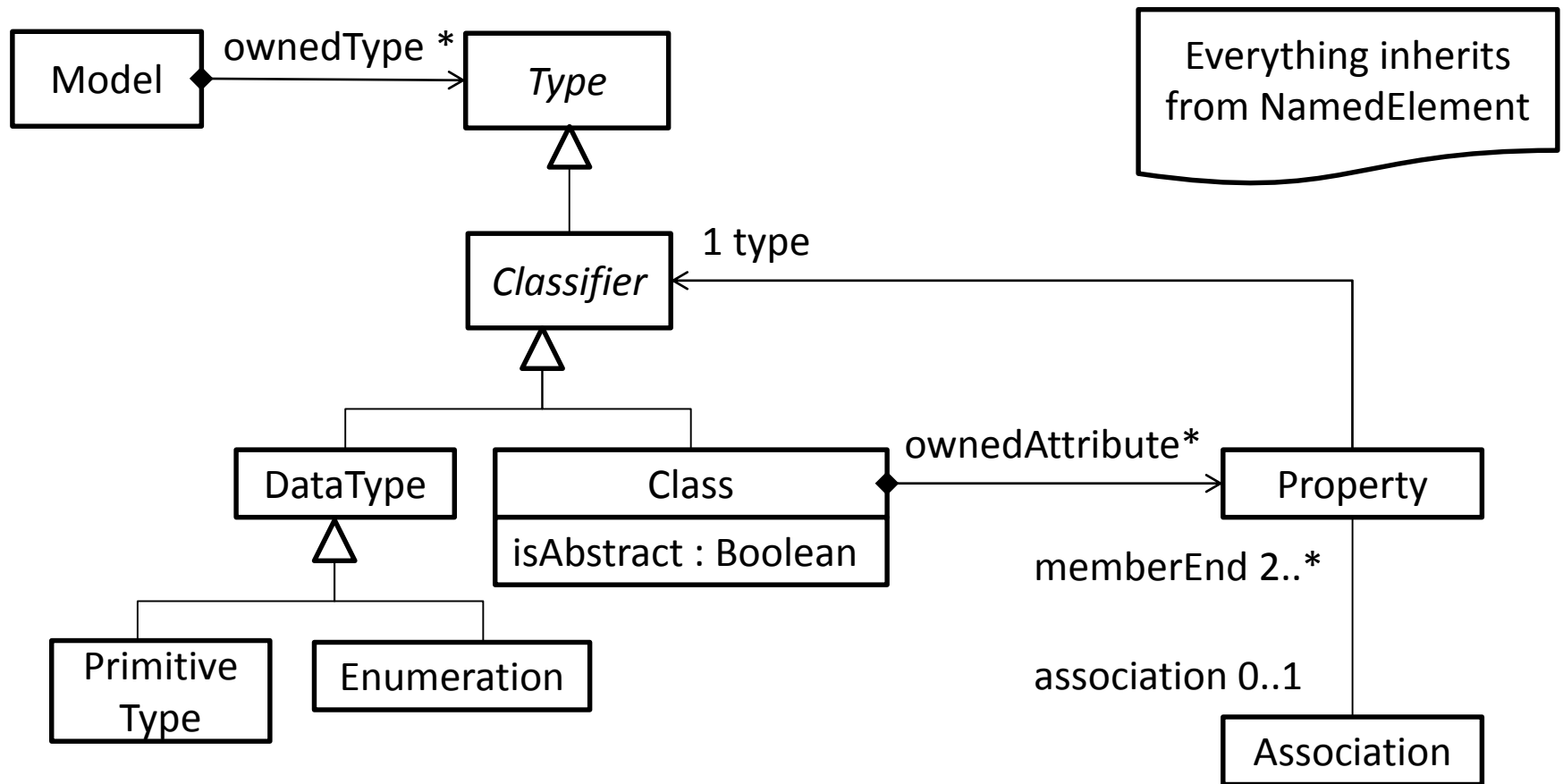
- UML class diagram to GUI



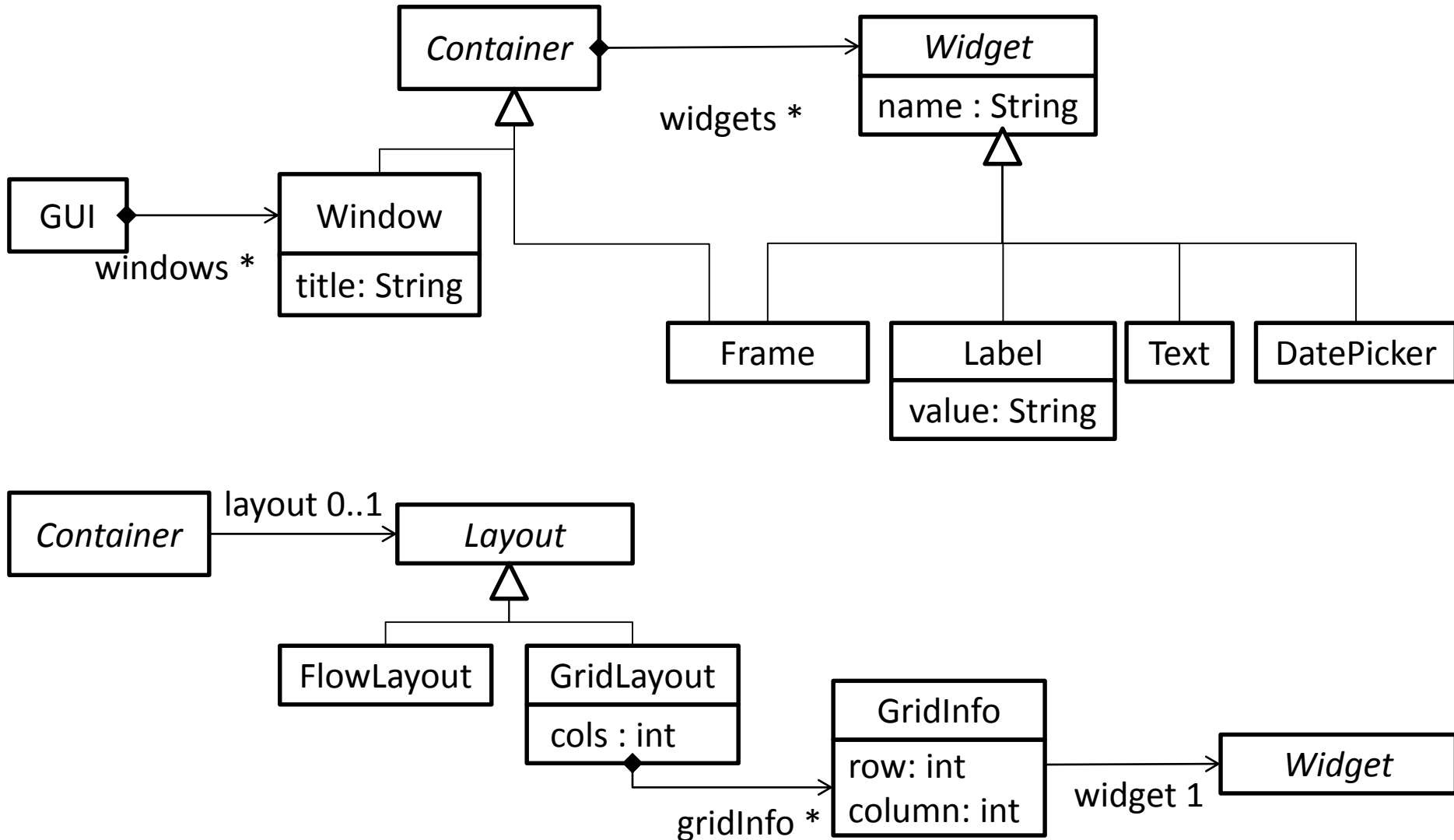
# Transformation example

- Mapping at the high-level
  - Model would be a GUI
  - Class would be Frame or a Window
  - Each property a UI element
    - String properties would be text widgets
    - Date properties would be a date picker
    - References can be converted to buttons, etc.

# UML class diagram meta-model



# GUI meta-model



# ATL transformation

```
module "uml2gui";
create OUT: GUI from IN: CD;
```

} Module declaration

```
helper context CD!Property def : isText() : Boolean =
  self.type.name = 'String';
```

} Helper

```
rule class2frame {
  from c : CD!Class ( not c.isAbstract )
  to   f : GUI!Frame (
    title <- c.name,
    widgets <- c.ownedAttribute
  )
}
```

} In pattern

} Bindings

} Out pattern

} Matched rule

```
rule property2text {
  from p : CD!Property ( p.isText() )
  to t : GUI!Text
}
```

# Introduction to ATL

Basic constructs



# Module definition

- Name
  - No need to coincide with the file name
    - (need to be the same for EMFTVM)
  - Dots not allowed. Several words, with “ “

```
-- @atlcompiler atl2006  
-- @nsURI CD=http://www.eclipse.org/uml2/5.0.0/UML  
-- @path GUI=/models17.tutorial.uml2gui/metamodels/gui.ecore
```

```
module “uml2gui”;  
create OUT : GUI from IN : CD;
```

# Module definition

- Meta-model references
  - Not compulsory, but recommended
  - Enables auto-completion (+ anATLyzer)
  - @nsURI for registered meta-models
  - @path for workspace files

```
-- @atlcompiler atl2006  
-- @nsURI CD=http://www.eclipse.org/uml2/5.0.0/UML  
-- @path GUI=/models17.tutorial.uml2gui/metamodels/gui.ecore
```

```
module "uml2gui";  
create OUT : GUI from IN : CD;
```

# Module definition

- Compiler directive

- @atlcompiler atl2004

- @atlcompiler atl2006

- @atlcompiler atl2010

- @atlcompiler emftvm

- @atlcompiler atl2006

- @nsURI CD=<http://www.eclipse.org/uml2/5.0.0/UML>

- @path GUI=/models17.tutorial.uml2gui/metamodels/gui.ecore

**module** “uml2gui”;

**create** OUT : GUI **from** IN : CD;

# Rules

- Matched rule
- Lazy rule
- Unique lazy rule
- Called rule
- Entry point rule
- Endpoint rule



In this part

The diagram features two vertical brackets on the right side of the rule list. The top bracket is green and groups the first three rules: 'Matched rule', 'Lazy rule', and 'Unique lazy rule'. To its right is a green rectangular box containing the text 'In this part'. The bottom bracket is red and groups the last three rules: 'Called rule', 'Entry point rule', and 'Endpoint rule'. To its right is a red rectangular box containing the text 'Not covered'.

Not covered

# Matched rules

- Structure
  - Input pattern (**from**)
    - Optional filter/guard
  - Output pattern (**to**)
    - Contains bindings (<-)
  - Imperative block (**do**)
    - Optional. Discouraged.
- Behaviour
  - Executed implicitly, at the top level
  - Target elements created automatically
  - Target features initialized with *bindings*

```
rule class2frame {  
  from c : CD!Class ( not c.isAbstract )  
  to   f : GUI!Frame (  
    title <- c.name,  
    widgets <- c.ownedAttribute  
  )  
  do { ... }  
}
```

# Bindings

- Structure

- Left part
  - Target feature
- Right part
  - OCL expression

## **Primitive binding**

```
title <- c.name,
```

## **Object binding**

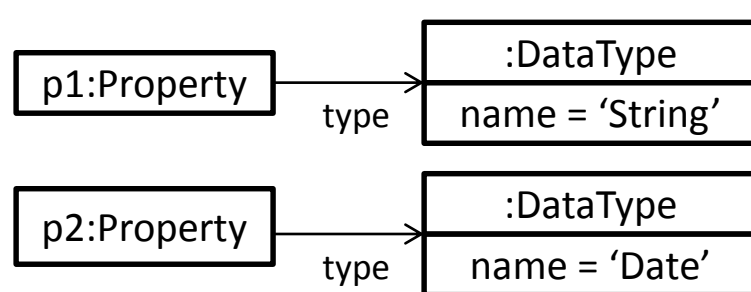
```
widgets <- c.ownedAttribute
```

- Behaviour

- Right part is flattened
- Primitive bindings
  - Left is primitive type
  - Right is primitive value
  - Direct assignment
- Object bindings
  - Left type is meta-class
  - Right value is object

# Binding resolution

```
rule class2frame {  
  from c : CD!Class  
  to   f : GUI!Frame (  
    widgets <- c.ownedAttribute  
  )  
}
```



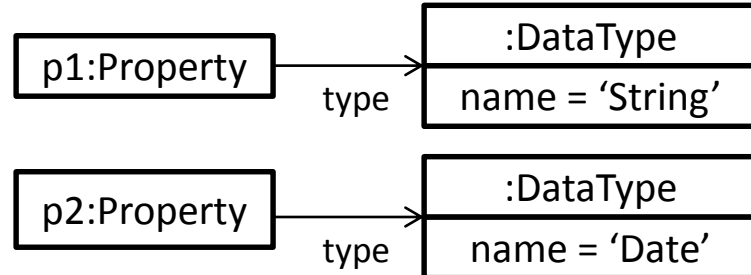
p1 matched by the input pattern?

```
rule property2text {  
  from p : CD!Property ( p.isText() )  
  to   t : GUI!Text  
}
```

Object instantiated  
Assigned to feature

# Binding resolution

```
rule class2frame {  
  from c : CD!Class  
  to   f : GUI!Frame (  
    widgets <- c.ownedAttribute  
  )  
}
```



p2 matched by the input pattern?

```
rule property2int {  
  from p : CD!Property ( p.isDate() )  
  to   t : GUI!DatePicker  
}
```

Object instantiated  
Assigned to feature



# Resolving elements explicitly

- Problem: We want to attach a label to each widget.
  - Solution: add an additional *out pattern element*

```
rule property2text {  
  from p : CD!Property ( p.isText() )  
  to   t : GUI!Text ( ... ),  
       l : GUI!Label ( ... )  
}
```

# Resolving elements explicitly

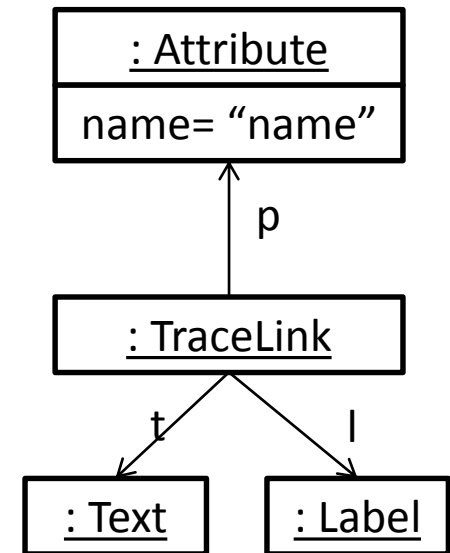
- Next problem, we need to link the label to its container
  - Remember, ATL only resolves the first element
  - Solution: `resolveTemp`
- `thisModule.resolveTemp(obj, 'varName')`
  - Performs the trace lookup for `obj` explicitly
  - Retrieves the element created with the output pattern element whose variable name is `'varName'`

# Resolving elements explicitly

```
rule class2frame {  
  from c : CD!Class ( not c.isAbstract )  
  to f : GUI!Frame (  
    title <- c.name,  
    widgets <- c.ownedAttribute,  
    widgets <- c.ownedAttribute->collect(a | thisModule.resolveTemp(a, '1'))  
  )  
}
```

```
rule property2text {  
  from p : CD!Property ( p.isText() )  
  to t : GUI!Text ( ... ),  
     l : GUI!Label ( ... )  
}
```

at runtime

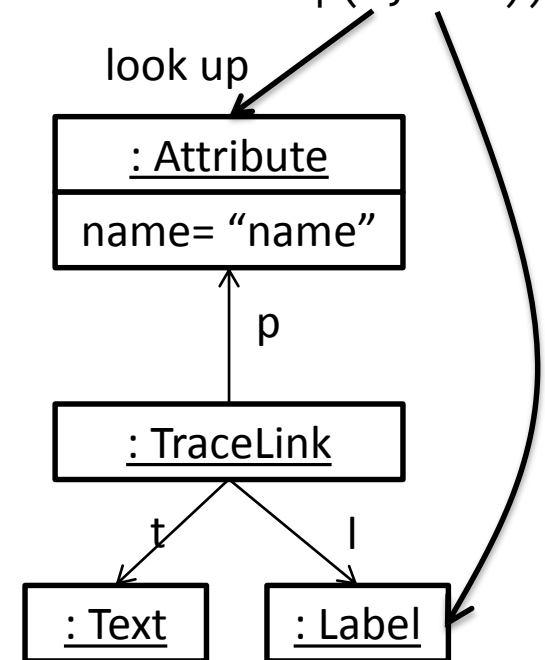


# Resolving elements explicitly

```
rule class2frame {  
  from c : CD!Class ( not c.isAbstract )  
  to f : GUI!Frame (  
    title <- c.name,  
    widgets <- c.ownedAttribute,  
    widgets <- c.ownedAttribute->collect(a | thisModule.resolveTemp(a, '1'))  
  )  
}
```

```
rule property2text {  
  from p : CD!Property ( p.isText() )  
  to t : GUI!Text ( ... ),  
     l : GUI!Label ( ... )  
}
```

at runtime



# Model navigation – OCL

- ATL implements its own variant
  - Somewhat out of date with respect to newer versions
    - e.g., lack of closure operation
  - OCL is statically typed, ATL/OCL is not!
  - Model elements named with syntax `MM!Type`

# OCL

- Example: get all attributes of type String in a class diagram

```
aModel.classifiers->  
  select(c | c.ocIsKindOf(CD!Class))->  
  collect(c | c.features->select(f | f.ocIsKindOf(CD!Attribute) )->  
  flatten()->  
  select(a | if a.type.ocIsUndefined() then  
            a.type.name = 'String'  
            else  
              false  
            endif)
```

# OCL

## 1 Data types

### 1.1 OclType operations

### 1.2 OclAny operations

### 1.3 The ATL Module data type

### 1.4 Primitive data types

#### 1.4.1 Boolean data type operations

##### 1.4.1.1 Boolean expressions evaluation

#### 1.4.2 String data type operations

#### 1.4.3 Numerical data type operations

#### 1.4.4 Examples

### 1.5 Collection data types

#### 1.5.1 Operations on collections

#### 1.5.2 Sequence data type operations

#### 1.5.3 Set data type operations

#### 1.5.4 OrderedSet data type operations

#### 1.5.5 Bag data type operations

#### 1.5.6 Iterating over collections

#### 1.5.7 Examples

### 1.6 Enumeration data types

### 1.7 Tuple data type

### 1.8 Map data type

### 1.9 Model element data type

#### 1.9.1 User-defined Datatypes are unsupported

#### 1.9.2 Full name reference to metamodel classes

#### 1.9.3 Examples

- Details about the supported operations in the ATL guide
- [https://wiki.eclipse.org/ATL/  
User Guide -  
The ATL Language](https://wiki.eclipse.org/ATL/User_Guide_-_The_ATL_Language)

# Helpers

- “Methods” attached to (meta-model) types at runtime
- Two types
  - Module helpers
  - Context helpers
- Two modes
  - Operation
  - Attribute



# Helpers

- **Module helpers**

- Global helpers
- Methods attached to “this transformation module”

```
thisModule.propsByName('age')
```

```
helper def: propsByName(name : String) : Set(CD!Property) =  
    CD!Attribute.allInstances()->select(p | p.name = name);
```

- **Context helpers**

- Methods attached at runtime to a meta-class

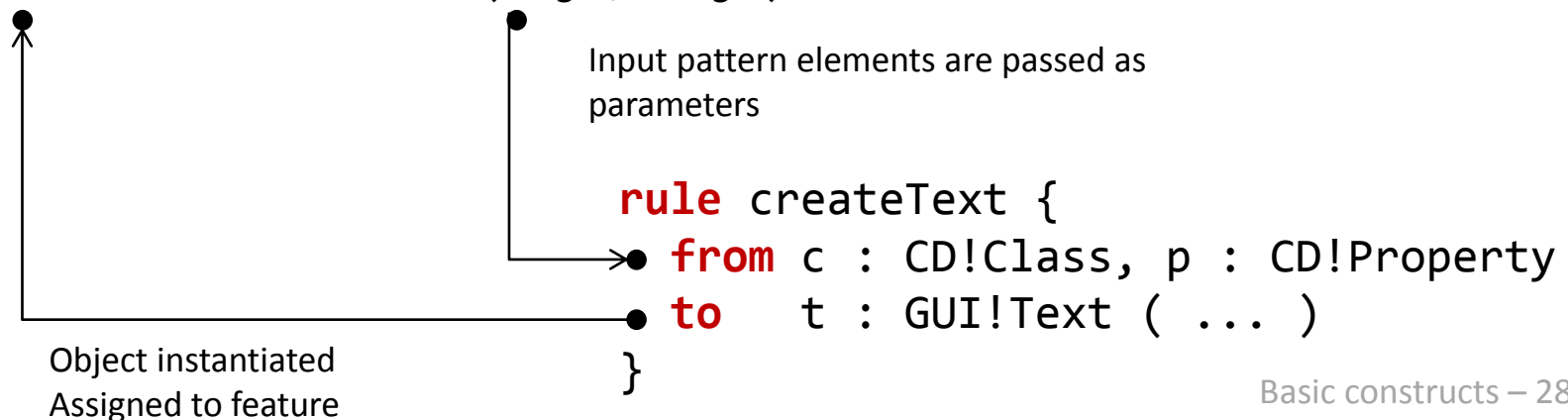
```
aClass.hasProperty('age')
```

```
helper context CD!Class def: hasProperty(name : String): Boolean =  
    self.ownedAttribute->exists(p | p.name = name);
```

# Lazy rules


- Rules which are explicitly invoked
  - Same structure as matched rules
  - No trace links are generated
- Can be invoked many times over the same source element

`thisModule.createText(obj1, obj2)`



# Lazy rules

```
rule class2frame {  
  from c : CD!Class ( not c.isAbstract )  
  to   f : GUI!Frame (  
    title <- c.name,  
    widgets <- c.ownedAttributes->collect(f |  
      if f.isText()      then thisModule.property2text(f)  
      else if f.isDate() then thisModule.property2date(f)  
      else               OclUndefined endif endif  
    )  
  )  
}
```



You need to “pattern match” explicitly  
unless you use rule inheritance

```
lazy rule property2text {  
  from p : CD!Property  
  to   t : GUI!Text  
}
```

```
lazy rule property2date {  
  from p : CD!Property  
  to   t : GUI!DatePicker  
}
```

# Unique lazy rules

- Similar to lazy rules, but they keep trace links
  - Useful if a matched rule is subordinated to the execution of others
  - Required if the target element of a lazy rule must be reused
    - For example, the previous modification did not considered the layout...

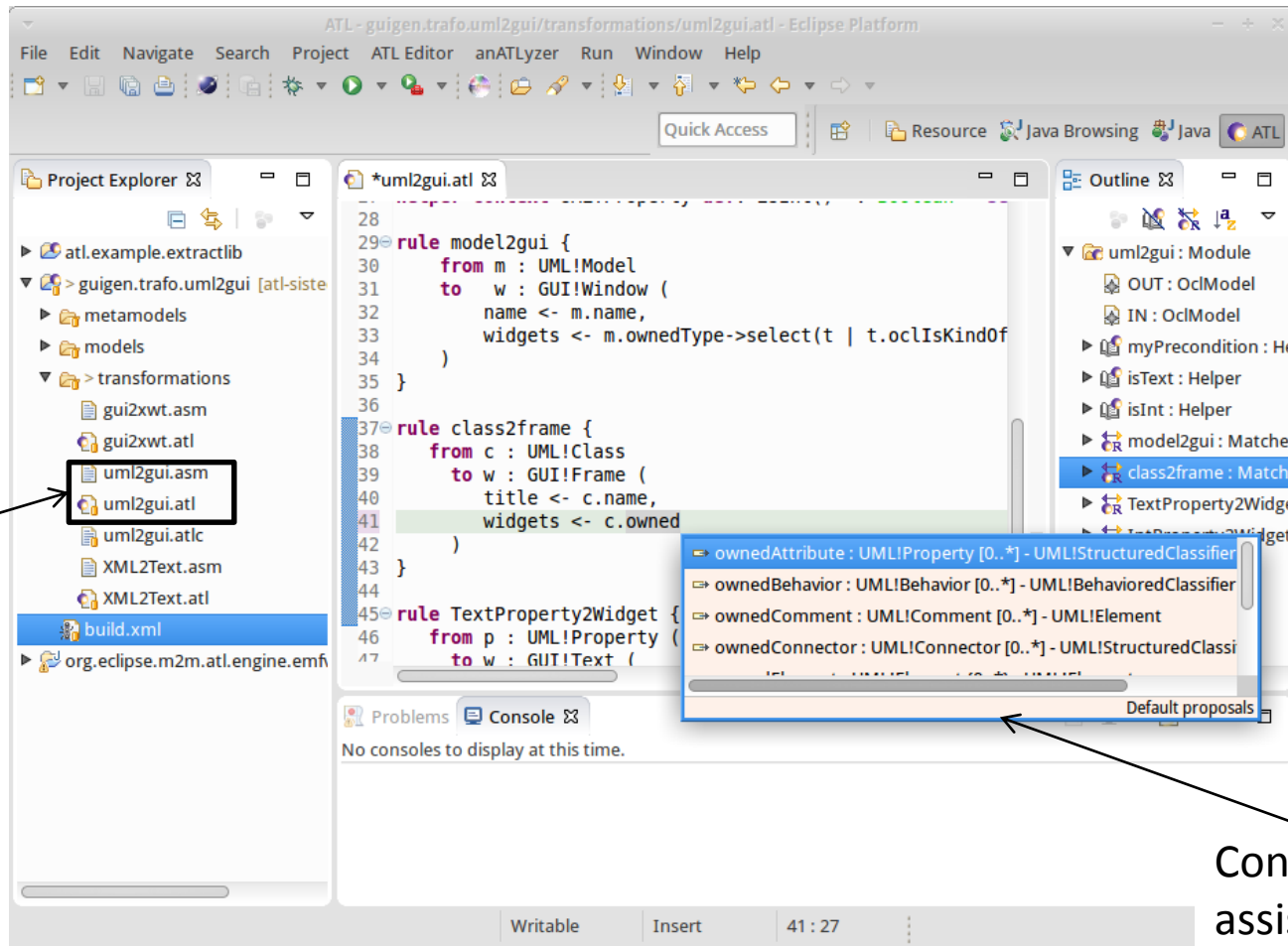
# Introduction to ATL

Tooling

# ATL Plug-in

- Features
  - ATL perspective
    - Register meta-model button
  - Editor with syntax highlighting
  - Automatic compilation
  - Autocompletion + Code templates
    - CTRL + SPACE
  - Outline view
  - ATL Console
  - Launching transformations

# ATL Editor



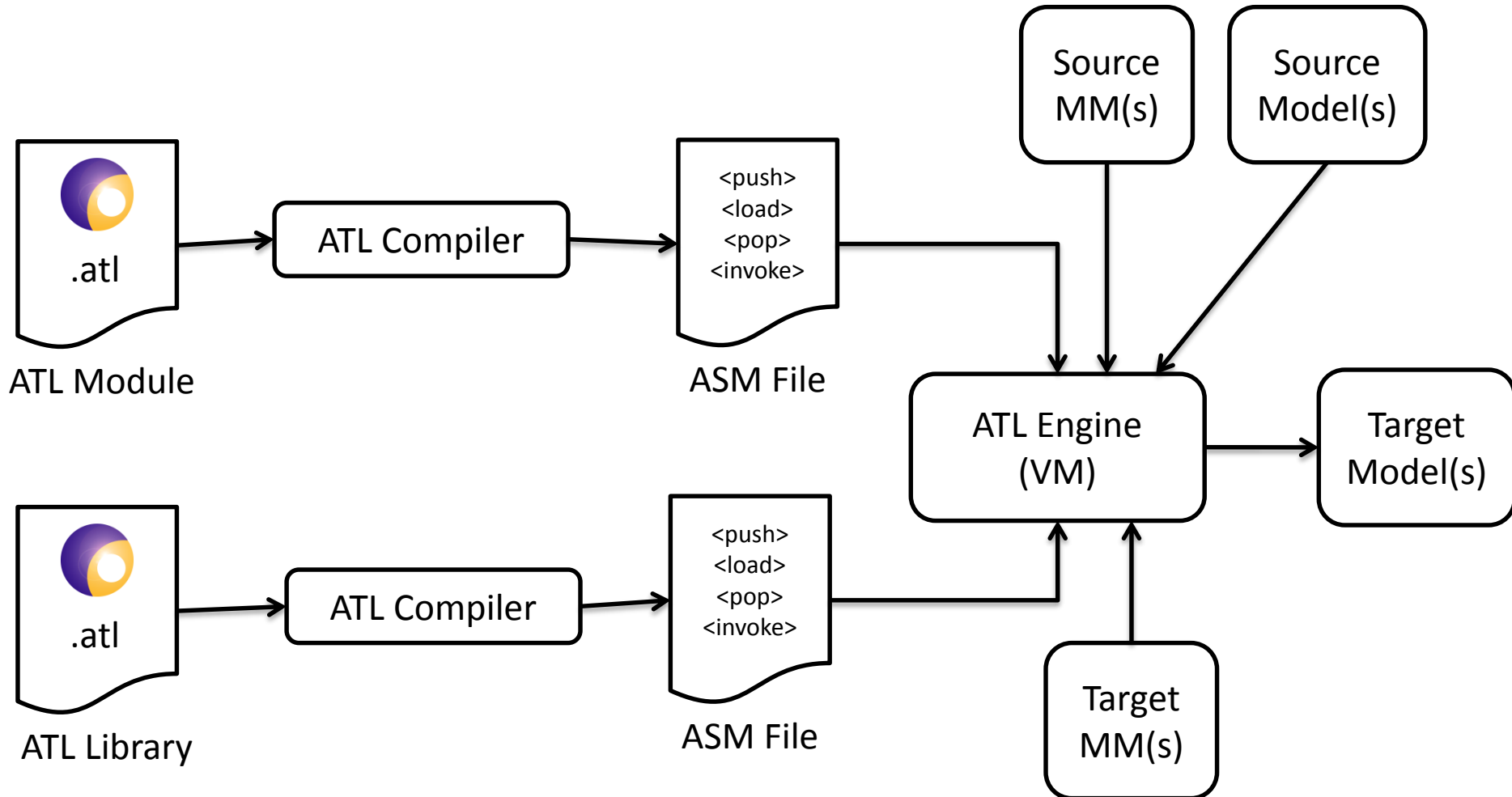
Automated  
compilation

Content  
assist

Syntax error  
highlighting

Dedicated  
launcher

# Compilation & Execution





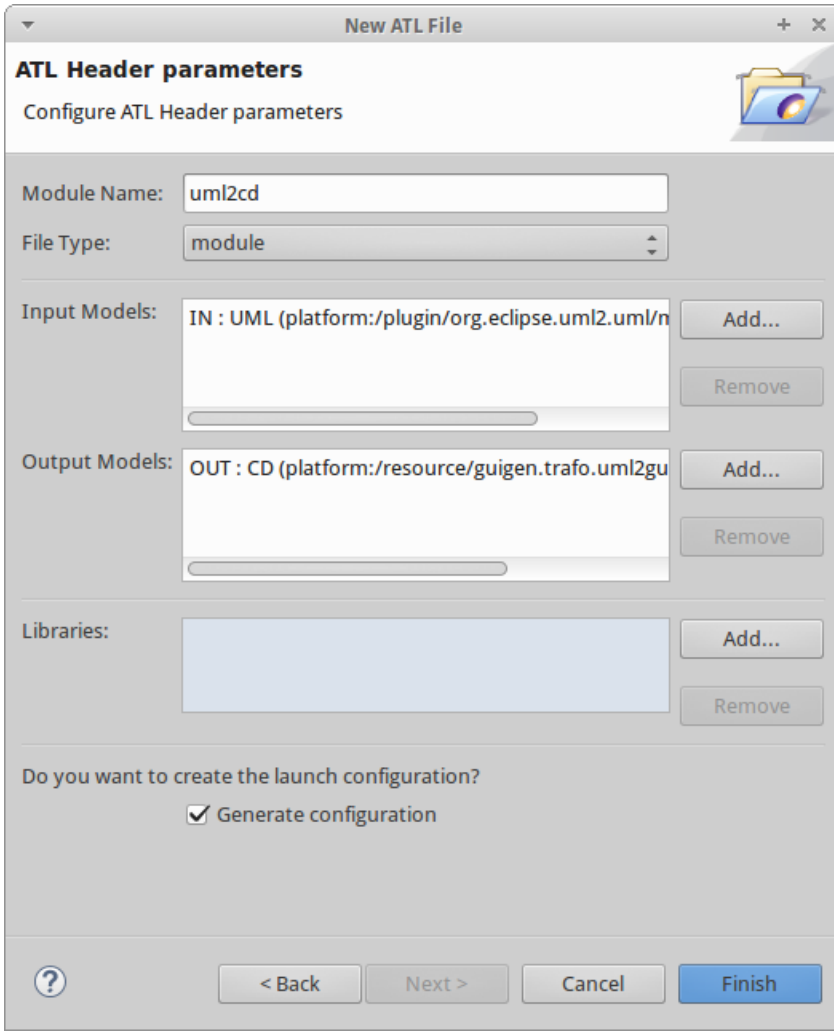
# Project structure

- File -> Project .. -> ATL Project
  - The projects are created with no structure
  - Possible structure

```
myProject
+ launching
+ metamodels
+ models
+ output
+ transformations
```

# New ATL transformation

- File -> New ... -> ATL File



The 'New ATL File' dialog is used to configure the header parameters of a new ATL transformation. It includes fields for the module name, file type, input and output models, and libraries. A checkbox at the bottom allows for the generation of a launch configuration.

**New ATL File**

**ATL Header parameters**  
Configure ATL Header parameters

Module Name:

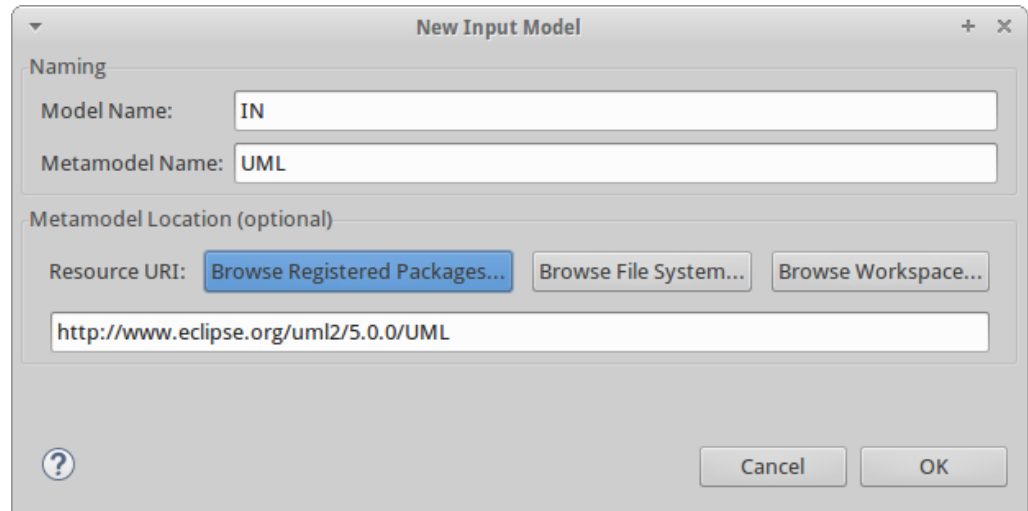
File Type:

Input Models:

Output Models:

Libraries:

Do you want to create the launch configuration?  
☒ Generate configuration



The 'New Input Model' dialog is used to define the input model for the transformation. It includes fields for the model name, metamodel name, and the resource URI. The resource URI can be browsed from registered packages, the file system, or the workspace.

**New Input Model**

**Naming**

Model Name:

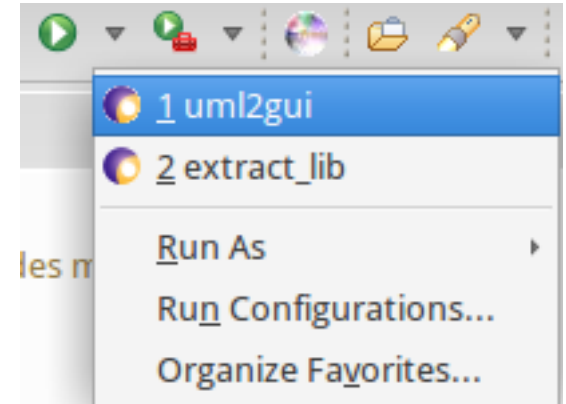
Metamodel Name:

**Metamodel Location (optional)**

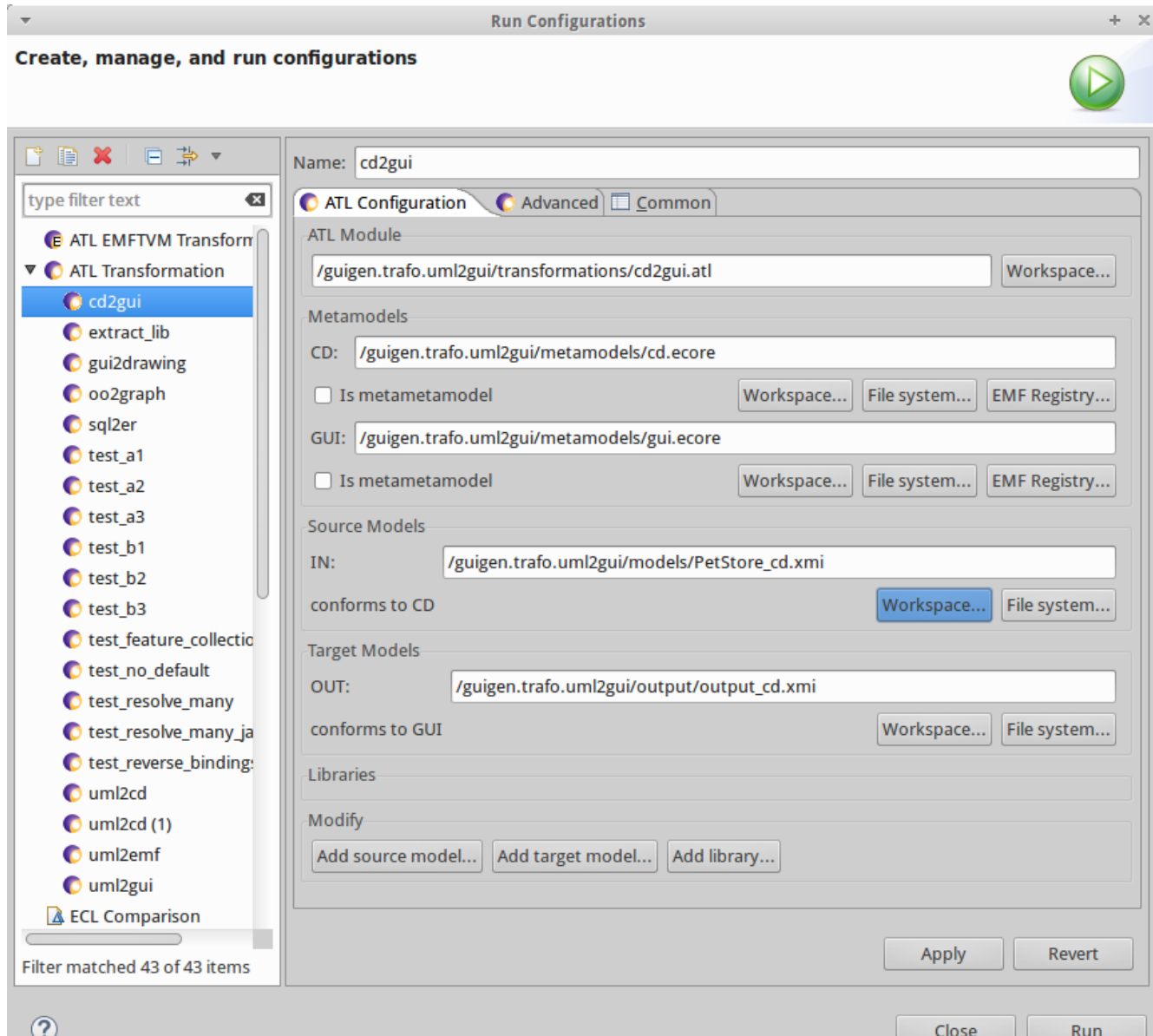
Resource URI:

# Launching

- Dedicated launcher
  - Based on Eclipse infrastructure
  - Accessible via the “play button”
- Right-click on the ATL file
  - Run as... -> ATL Transformation
  - Meta-model information is automatically filled in if you have the proper annotations



# Launching



# Launching

- Opening the output model
  - Not that easy...
- XMI files does not include schemaLocation information
- Registering meta-models is a must
  - The ATL perspective must be active to have access to the register meta-model button
  - Right-click on the target meta-model file
    - Register meta-model