Megamodeling at Softlang@Koblenz

State of the union, 28 Nov 2016

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Megamodel — Definition

- A megamodel is a model
 - in an IT context, e.g., usage of technologies in
 - in software development, or
 - office automation
 - with model elements ('entities') such as
 - Digital artifacts, and
 - Conceptual entities
 - and relationships between entities such as
 - language-based typing of artifacts, or
 - I/O behavior of technology application.

Megamodeling — Applications

- **Repository management**: model properties or relationships for artifact in a repository, e.g., conformance or transformability.
- Technology documentation: model scenarios of technology usage in terms of key artifacts and related properties and relationships:
 - *Prescriptive models*: The model is normative for the development of a system that may want to use the technology.
 - Descriptive models: The model is an abstraction of a system that readily uses the technology.
- Adaptive systems: subject to models@runtime, the megamodel supports propagation of changes across the involved models.

Megamodeling — Infrastructure

- MegaL http://www.softlang.org/megal
 - MegaL checker + MegaLib https://github.com/softlang/megalib
 - MegaL/Xtext https://github.com/avaranovich/megal-xtext
- **Ueber** http://www.softlang.org/ueber
- LAL http://www.softlang.org/lal

Megamodeling — Challenges

- Stable vocabulary
 - Entity types, relations
- Infrastructure
 - Triple store, IDE support, ...
- Megamodeling methodology
 - Prescriptive mode: coverage
 - Descriptive mode: analysis
- Stronger (logical) properties
- Significant use cases
- Usability
 - Traceability visualization

Megamodeling — Team

- Andrei Varanovich submission of thesis with foundations
- Marcel Heinz work across pretty much all challenges
- Lukas Härtel MegaL/Xtext
- Johannes Härtel Methodology (coverage of megamodels) et al.
- Ralf Lämmel Application to software language repository
- Wojciech Kwasnik Logo!
- Several others may join in!?