Towards Synchronizing Relations Between Artifacts in the Java Technological Space

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Organization

- 1 Introduction
 - Background
 - Objective
- 2 Development
 - The Metamodels
 - The Relations
 - The Synchronization
- 3 Conclusion
- References

Introduction
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Background

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Background

Models are used in Software Engineering



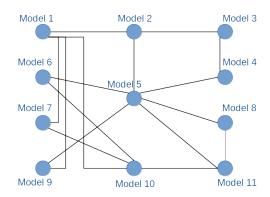
Models are used in Software Engineering



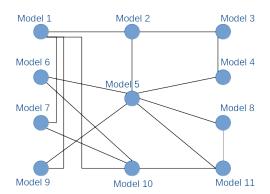
- New needs in industry thrill new methods and paradigms.
- Model-driven Engineering (MDE): Software processes are oriented to models.
- One software may have several different models.

Introduction

Models have to be kept consistent



Models have to be kept consistent



- Models are to be maintained consistent as they evolve.
- This means models synchronization.

Background

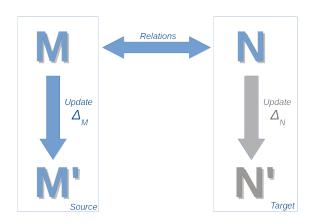
Model Synchronization in the Network of Models

• For each edge of the network there is a synchronization task.

Introduction

Model Synchronization in the Network of Models

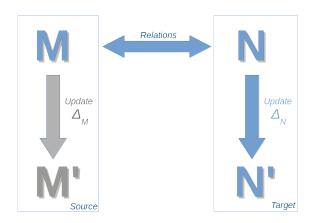
■ For each edge of the network there is a synchronization task.



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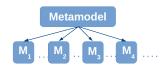
Model Synchronization in the Network of Models

• For each edge of the network there is a synchronization task.



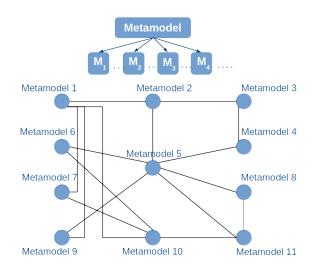
Background

We work in the metamodel level



Introduction

We work in the metamodel level



Objective

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Objective

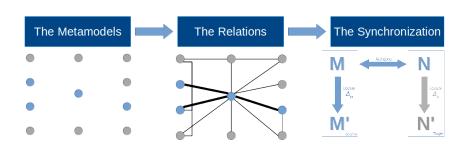
Three Steps

■ Focus on the Java technological space.

Introduction

Three Steps

■ Focus on the Java technological space.



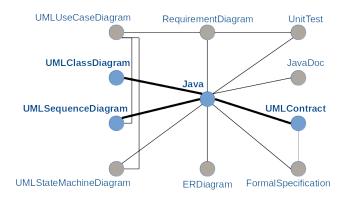
The Metamodels

The Metamodels

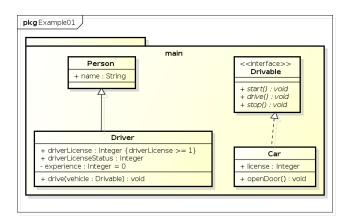
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The Metamodels

Some Metamodels of the Java Technological Space

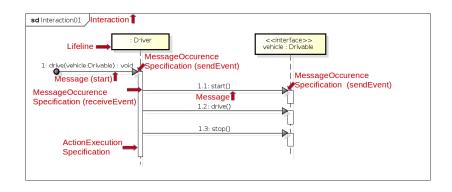


UMLClassDiagram Concrete Syntax Example



The Metamodels

UMLSequenceDiagram Concrete Syntax Example



The Metamodels

UMLContract

- No concrete syntax defined
- Contraints (pre or postcondition or invariant) related to Properties or Operations
 - Opaque Expression (textual definition)
 - Interval

Java Concrete Syntax Example

```
package main:
    import de.silvawb.utils.*:
    public class Driver extends Person {
         * Fields
9
        @Inv(constraint = "driverLicense >= 1")
10
        public Integer driverLicense:
        public Integer driverLicenseStatus;
        private Integer experience = 0;
         * Methods
16
        public void checkRep(){
18
             assert driverLicense >= 1:
20
        public void driveCheckInvConstraint(Drivable vehicle){
             assert vehicle != null:
        public void driveCheckPreConstraint(Drivable vehicle){
24
             assert driverLicenseStatus >= 1:
26
        public void driveCheckPosConstraint(Drivable vehicle){
```

```
29
        @Inv(constraint = "vehicle <> null")
30
        @Pre(constraint = "driverLicenseStatus >= 1")
        @Pos(constraint = "experience > experience@pre")
        @Interaction(interactionSequence = {
                "start", "drive", "stop",
34
35
        public void drive(Drivable vehicle){
36
            checkRep();
            driveCheckInvConstraint(vehicle):
38
            driveCheckPreConstraint(vehicle):
39
40
            vehicle.start():
41
            vehicle.drive():
            vehicle.stop();
44
            checkRep():
45
            driveCheckInvConstraint(vehicle);
46
            driveCheckPosConstraint(vehicle):
47
48
```

Conclusion

The Relations

The Relations

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Triple Graphs

■ Relations coded by triple graphs



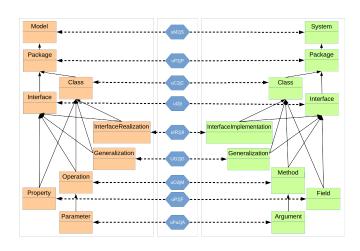
Triple Graphs

Relations coded by triple graphs

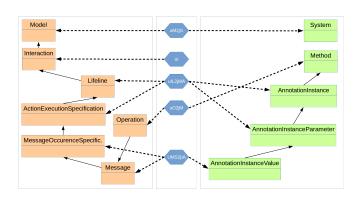


- Each edge of the network has a triple graphs grammar (TGG).
- A TGG is basically a grammar constructed upon triple graphs.

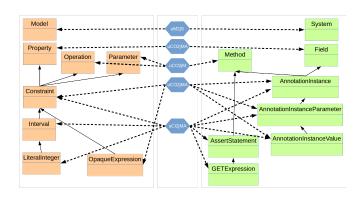
UMLClassDiagram2java



UMLSequenceDiagram2java



UMLContract2java



The Synchronization

The Synchronization

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The Synchronization

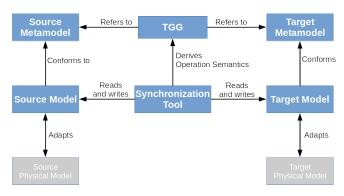
Synchronization Scheme for Each TGG

■ Following scheme for every edge of the network of metamodels

The Synchronization

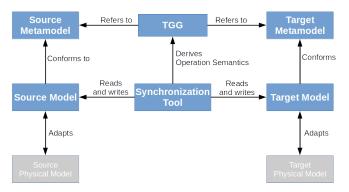
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Synchronization Scheme for Each TGG

■ Following scheme for every edge of the network of metamodels



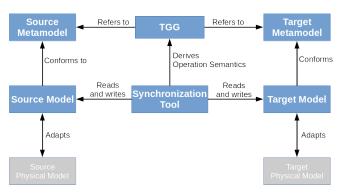
■ Treated separately by state-of-the-art approaches

nclusion References

The Synchronization

Synchronization Scheme for Each TGG

Following scheme for every edge of the network of metamodels



- Treated separately by state-of-the-art approaches
- How to treat the whole network of metamodels?

Synchronization Algorithm for the Network

```
function Network Synchronization (G, v, v_{new}, \delta_v)
   Update v to v_{new} in G
   for all n_i = N(v) do
        Synchronize n_i according to v, v_{new} and \delta_v
        if n_i was modified then
            Network Synchronization (G, n_i, n_{i_{new}}, \delta_n)
        end if
   end for
   return G
end function
```

Synchronization Algorithm for the Network

```
function Network Synchronization (G, v, v_{new}, \delta_v)
   Update v to v_{new} in G
   for all n_i = N(v) do
        Synchronize n_i according to v, v_{new} and \delta_v
        if n_i was modified then
            Network Synchronization (G, n_i, n_{i_{new}}, \delta_n)
        end if
   end for
   return G
end function
```

- Supposing only one modification at a time and unidirectional modifications.
- The algorithm always terminates (for G finite without cycles).
- The algorithm is deterministic (for deterministic synchronization).

Conclusion

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Achieved goals

Metamodel definitions of artifacts from the Java Technological Space

Conclusion

- Contributive for the use with TGG
- Simplifications and incompleteness

Achieved goals

- Metamodel definitions of artifacts from the Java Technological Space
 - Contributive for the use with TGG
 - Simplifications and incompleteness
- Creation of a network of metamodels including the relations' formalizations
 - Exploration of TGGs for defining the relations
 - Evaluation of the definitions through forward transformation
 - Simplifications

Achieved goals

- Metamodel definitions of artifacts from the Java Technological Space
 - Contributive for the use with TGG
 - Simplifications and incompleteness
- Creation of a network of metamodels including the relations' formalizations
 - Exploration of TGGs for defining the relations
 - Evaluation of the definitions through forward transformation

Conclusion

- Simplifications
- 3 The proposal of an algorithm for network synchronization
 - Novel view of the model synchronization problem
 - Assumptions

Thank you

Thank you for your attention

References



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OMG OMG

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Appendix

Appendix

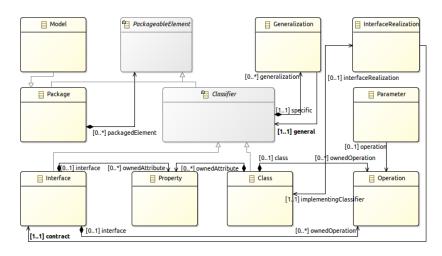
UMLClassDiagram Abstract Syntax Example

```
1 ▼ 🖾 <Model> Example01
  ▼ 🗀 <Package> main
   ▼ = <Class> Person
      <Property> name : String
   ▼ = <Class> Driver
      A <Generalization> Person
      <Property> driverLicense : Integer
      <Property> driverLicenseStatus : Integer
    ▼ □ <Property> experience: Integer
       <Literal String> 0
10
    11

«Parameter» vehicle : Drivable

12
   ▼ <sup>□</sup> <Interface> Drivable
      <Operation> start ()
14
15
      <Operation> drive ()
      <Operation> stop ()
16
   ▼ = <Class> Car
      <Property> license : Integer
18
      19
20
      <Operation> openDoor ()
```

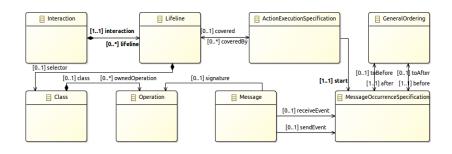
UMLClassDiagram Metamodel



UMLSequenceDiagram Abstract Syntax Example

1 ▼ 🖾 <model> Example01</model>		12	<message occurrence="" specification=""> 1.1 (sendEvent)</message>
2 •	▼ <pre>✓ <pre>✓ <pre></pre></pre></pre>	13	<action execution="" specification="">:Drivable (2)</action>
3		14	<message occurrence="" specification=""> 1.2 (receiveEvent)</message>
4		15	<message occurrence="" specification=""> 1.2 (sendEvent)</message>
5		16	<action execution="" specification="">:Drivable (3)</action>
6	₹ <lifeline>:Driver</lifeline>	17	<message occurrence="" specification=""> 1.3 (receiveEvent)</message>
7	₹ <lifeline>:Drivable</lifeline>	18	<message occurrence="" specification=""> 1.3 (sendEvent)</message>
8	<action execution="" specification=""> :Driver</action>	19	<message> 1: drive(vehicle:Drivable) : void</message>
9	<message occurrence="" specification=""> 1 (sendEvent)</message>	20	<message> 1.1: start(): void</message>
10	<action execution="" specification="">:Drivable (1)</action>	21	<message> 1.2: drive(): void</message>
1 1	<message occurrence="" specification=""> 1.1 (receiveEvent)</message>	22	<message> 1.3 : stop() : void</message>

UMLSequenceDiagram Metamodel



UMLContract Abstract Syntax Example

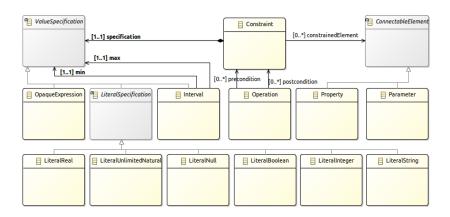
```
1 ▼ 🖾 < Model > Example 01
                                                      16
                                                            ▼ {?} <Constraint> vehicle <> null
2 ▼ □ < Package > main

«Iy <Opaque Expression» vehicle <> null

                                                      17
    ▼ = <Class> Person
                                                            ▼ (?) <Constraint> experience > experience@pre
                                                      18
4

«Iy <Opaque Expression» experience » experience@pre
</p>
       < Property > name : String
                                                      19
    ▼ = <Class> Driver
                                                      20
                                                              <Parameter> vehicle : Drivable
                                                      21 ▼ □ <Interface> Drivable
     ▼ {?} <Constraint> driverLicense >= 1
         ? <Interval>1
                                                      22
                                                            <Operation> start ()
       A < Generalization > Person
                                                      23
                                                            <Operation> drive ()
                                                      24
                                                            <Operation> stop ()
       <Property> driverLicense: Integer
10
                                                      25 ▼ = <Class> Car
       <Property> driverLicenseStatus: Integer
11
     ▼ 🔁 < Property> experience : Integer
                                                      26
                                                            <Property> license : Integer
12
                                                      27
                                                            A <Interface Realization> Drivable
        String > 0
                                                            <Operation> openDoor ()
13
                                                      28
     ▼ @ <Operation> drive (vehicle : Drivable)
14
       ▼ {?} <Constraint> drivert icenseStatus >= 1
15
          ? <Interval>1...
```

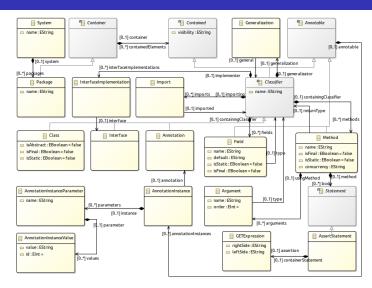
UMLContract Metamodel



Java Abstract Syntax Example

1 🔻	→ System Example01	28	▼ ♦ Method checkRep
2	▼ ♦ Package main	29	▼ ♦ Assert Statement driverLicense >= 1
3	▼ ♦ Class Person	30	♦ GET Expression 1
4	♦ Field name	31	▼ ♦ Method driveCheckInvConstraint
5	▼ ♦ Class Driver	32	♦ Argument vehicle
6	▼ ♦ Field driverLincense	33	▼ ♦ Method driveCheckPreConstraint
7	▼ ♦ Annotation Instance Inv	34	 Argument vehicle
8	▼ ♦ Annotation Instance Parameter constraint	35	▼ ♦ Assert Statement driverLicenseStatus >= 1
9	Annotation Instance Value driverLicense >= 1	36	♦ GET Expression 1
10	♦ Field driverLicenseStatus	37	▼ ♦ Method driveCheckPosConstraint
11	♦ Field experience	38	Argument vehicle
12	▼ ♦ Method drive	39	♦ Generalization Person
13	▼ ♦ Annotation Instance Inv	40	Import de.silvawb.utils.Inv
14	▼ ♦ Annotation Instance Parameter constraint	41	♦ Import de.silvawb.utils.Pre
15	Annotation Instance Value vehicle <> null	42	♦ Import de.silvawb.utils.Pos
16	▼ ♦ Annotation Instance Pre	43	 Import de.silvawb.utils.Interaction
17	▼ ♦ Annotation Instance Parameter constraint	44	▼ ♦ Interface Drivable
18	Annotation Instance Value driverLicenseStatus >= 1	45	♦ Method start
19	▼ ♦ Annotation Instance Pos	46	♦ Method drive
20	▼ ♦ Annotation Instance Parameter constraint	47	♦ Method stop
21	Annotation Instance Value experience > experience@pre	48	▼ ♦ Class Car
22	▼ ♦ Annotation Instance Interaction	49	◆ Field license
23	▼ ♦ Annotation Instance Parameter interactionSequence	50	♦ Method openDoor
24	 Annotation Instance Value start 	51	♦ Method start
25	 Annotation Instance Value drive 	52	♦ Method drive
26	♦ Annotation Instance Value stop	53	♦ Method stop
27	 Argument vehicle 	54	♦ Interface Implementation Drivable

Java Metamodel



Result of the implementation for UMLClassDiagram2java

Forward transformation was applied.

3 ▼ ◆ Interface Drivable
4 ◆ Method start
5 ◆ Method drive
6 ◆ Method stop
7 ▼ ◆ Class Car
8 ◆ Field license
9 ◆ Method openDoor
10 ◆ Interface Implementation Drivable

1 ▼ ♦ System Example01

▼ ♦ Package main

Implementation for UMLSequenceDiagram2java

Forward transformation was applied.

```
▼ P < Interaction>

    □ < General Ordering > 1.2 < 1.3
</p>
      Action Execution Specification>:Driver
      <Message Occurrence Specification> 1 (sendEvent)
     Action Execution Specification>:Drivable (1)
10
     <Message Occurrence Specification> 1.1 (receiveEvent)
     <Message Occurrence Specification> 1.1 (sendEvent)
13
     Action Execution Specification>: Drivable (2)
14
     <Message Occurrence Specification> 1.2 (receiveEvent)
15
     <Message Occurrence Specification> 1.2 (sendEvent)
16
     * <Action Execution Specification>:Drivable (3)
     <Message Occurrence Specification> 1.3 (receiveEvent)
     <Message Occurrence Specification> 1.3 (sendEvent)
18
      <Message> 1: drive(vehicle:Drivable) : void
19
20
      <Message> 1.1: start(): void
      <Message> 1.2: drive(): void
      <Message> 1.3 : stop() : void
23 ▼ □ < Package > main
    ▼ = <Class> Driver
     ▼ E <Interface> Drivable
       <Operation> start ()
28
       <Operation> drive ()
29
       <Operation> stop ()
```

▼ ♦ System ▼ ♦ Package de.silvawb.utils ▼ ♦ Annotation Interaction ♦ Field interactionSequence ▼ ♦ Package main ▼ + Class Driver ▼ ♦ Method drive ▼ ♦ Annotation Instance Interaction ▼ ♦ Annotation Instance Parameter interactionSequence Annotation Instance Value start Annotation Instance Value drive Annotation Instance Value stop 13 Argument vehicle ▼ ♦ Interface Drivable 15 ♦ Method start 16 Method drive ♦ Method stop

Result of the Implementation for UMLContract2java

Forward transformation was applied.

