

# Automated Generation of UML Profiles and Graphical Editors for Papyrus

Ran Wei<sup>1</sup>, Athanasios Zolotas<sup>1</sup>, Horacio Hoyos Rodriguez<sup>1</sup>,  
Simos Gerasimou<sup>1</sup>, Dimitrios S. Kolovos<sup>1</sup>, Richard F. Paige<sup>1,2</sup>

<sup>1</sup> Department of Computer Science, University of York, York, United Kingdom  
e-mail: {ran.wei, thanos.zolotas, horacio.hoyos, simos.gerasimou,  
dimitris.kolovos, richard.paige}@york.ac.uk

<sup>2</sup> Department of Computer Science, McMaster University, Hamilton, Canada  
e-mail: paigeri@mcmaster.ca

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**Abstract** UML profiles offer a way for developers to build domain-specific modelling languages by re-using and extending UML concepts. Eclipse Papyrus is a powerful open-source UML modelling tool which supports UML profiling. However, with power comes complexity; implementing non-trivial UML profiles and editors for them typically requires the developers to hand craft and maintain several detailed interconnected models through a loosely guided, labour-intensive and error-prone process. We demonstrate how metamodel annotations and model transformation techniques can help to manage the complexity of Papyrus in the creation of dedicated UML profile editors. We present Jorvik, an open-source tool that implements the proposed approach. We illustrate its functionality with examples, and we evaluate our approach by comparing it against manual UML profile specification and implementation using a non-trivial enterprise modelling language (Archimate) as a case study. We also perform a user study in which developers are asked to produce identical editors using both Papyrus and Jorvik demonstrating the substantial productivity and maintainability benefits Jorvik delivers.

## 1 Introduction

The Unified Modelling Language (UML) [17] is the *de facto* standard for object-oriented software and systems modelling. It offers a broad range of abstractions that can be used to express different views of a system, including Class, Use Case, State, Collaboration and Sequence diagrams. Since version 2.0, UML offers an extension and customisation mechanism named

*UML Profiling* [11]. UML profiling enables the users to derive Domain-Specific Languages (DSL) from UML's set of general language concepts. An important advantage of this approach to DSL design is that it allows the reuse of existing UML tools and it supports widely available UML expertise. The basic premise of profiles is that all domain specific concepts are derived as extensions or refinements of existing UML concepts (called UML *meta-elements*). These extensions are called *Stereotypes*. A *Stereotype* definition must be consistent with the abstract syntax and semantics of standard UML *meta-elements* it extends. Consequently, a profile-based model can be created and manipulated by any tool that supports standard UML. Moreover, the concepts underlying profile specialisations of existing UML concepts enables users with UML knowledge to adapt to the approach more easily.

Although Domain-Specific Modelling Languages and tools that support them, like Sirius [39] or Eugenia [24], are becoming more popular, UML is still widely used in model-based software engineering (MBSE) [9]. As a result, alternative ways to define Domain-Specific Languages using dedicated metamodels and textual/graphical editors are available to the users [2, 33].

Papyrus [30] is a leading open-source UML modelling tool developed under the Eclipse Foundation and driven by the PolarSys Initiative and the Papyrus Industry Consortium, which are spearheaded by large high-technology companies such as Airbus, Thales, Saab and Ericsson. After more than a decade in development, Papyrus is close to developing a critical mass for wider adoption in industry as means of 1) escaping proprietary UML tooling lock-in, 2) leveraging the MBSE-related developments in the Eclipse modelling ecosystem enabling automated management of UML models (e.g. model validation and model-to-model (M2M) and model-to-text (M2T) transformation languages), and 3) enabling multi-paradigm modelling using a combination of UML and EMF-based DSLs. OMG-compliant UML profiles, like SysML [10] and MARTE [15] offer implementations for Papyrus. As highlighted in the recent systematic survey on execution of UML models and UML profiles [5], Papyrus is the most widely used tool for developing UML profiles. However, the ability of Papyrus to support non-trivial UML profiles, altogether with the effort and learning curve related to developing such profiles are recurring concerns. As reported in [42], the manual definition of new UML profiles is typically a tedious, time-consuming and error-prone process.

Papyrus also supports the creation of profile-specific graphical editors which enables the users to define their own creation palettes, custom styles and related artefacts based on UML profiles. However, the process of creating profile-specific graphical editors is typically difficult because it requires a high level of modelling expertise and it can also be a repetitive and error-prone process.

In this paper, we simplify and automate the process of developing distributable UML profile Papyrus editors. We present *Jorvik*, an approach supported by an Eclipse Plug-in, which enables the use of annotated Ecore

Will

Is this  
still the  
case?

Thanos

I was  
told that  
this is  
not go-  
ing to  
be the  
case, but  
I don't  
know  
if they  
have  
made  
any  
progress.  
You  
might  
need to  
check  
online  
or in the  
forum.

metamodels to capture the abstract and graphical syntax of UML profiles at a high-level of abstraction, and are then automatically transformed to UML profiles, and artefacts that contribute to distributable Papyrus graphical editors based on the UML profiles.

We evaluate the completeness and efficiency of Jorvik for the automatic generation of a non-trivial enterprise modelling language (Archimate) and its corresponding Papyrus editor against an equivalent developer-driven UML profile and its Papyrus editor. We then apply our approach on several other DSMLs of varying size and complexity [41], to demonstrate its generality and wide applicability. Furthermore, we evaluate the productivity boost of our approach in a user study where developers are asked to create two UML profiles and their Papyrus graphical editors manually and with Jorvik. We report the findings in our study and we report the efficiency of Jorvik based on the results.

This paper significantly extends the prototype approach for automated generation of UML profile graphical editors for Papyrus from our conference paper [44] in the following ways:

1. *We perform a refactoring of Jorvik to adapt to the new underlying structure of Papyrus 3.0 and above.* – Since Papyrus 3.0, its underlying meta-models have changed, and the process for creating a Papyrus editor has changed significantly. We therefore re-implemented a majority of our work to adapt to the changes.
2. *We enhance considerably the experimental evaluation by conducting user experiments to compare Jorvik with the default Papyrus approach.* – Significant time has been spent on studying the efficiency of our approach, compared to the manual approach.
3. *We develop a validation script that checks the annotated Ecore meta-models given as input to our approach.*
4. *We support more styling properties for diagrams created with our approach.*
5. *We explore the feasibility of having nested elements in Papyrus graphical editors.*

The rest of the paper is organised as follows. In Section 2 we motivate the need of the proposed approach. In Section 3 we describe the proposed approach while in Section 4 we discuss in detail the artefacts needed to create a working Papyrus editor, and the implementation details of automatically generating these artefacts. In Section 5 we present the evaluation conducted. In Section 6, we discuss related work and finally, in Section 7 we conclude the paper and highlight the plans for future work.

## 2 Background and Motivation

In this section we outline the process for defining a UML profile and the supporting graphical model editing facilities for the UML profile in Papyrus.

Thanos  
@Horacio,  
not sure  
how to  
write  
this  
properly.  
Could  
you  
please  
fix this?

This process typically involves the manual creation of a number of inter-related models and configuration files. We highlight labour-intensive and error prone activities involved in the process that motivate the need of automatic generation of these artefacts.

### 2.1 UML Profile

A UML Profile in Papyrus is an EMF model that conforms to the UML Ecore metamodel. In order to create a new UML Profile, developers need to create instances of *Stereotype*, *Property*, *Association*, etc. to create the elements of their domain specific modeling languages, and their properties and relationships among the elements.

Papyrus offers, among other choices, the mechanism of creating UML profiles using a *Profile Diagram*. Users can use the palette provided in the UML Profile Diagram editor to create all elements required to form a UML profile. The properties of each element (e.g., data types of properties, multiplicity, navigability, etc.) can then be set using the properties view. In a profile, each *stereotype* needs to extend a UML concept (hereby referred to as *base element* or *meta-element*). Thus, users need to define which meta-elements their stereotypes extend. This is achieved by importing the meta-elements and by adding appropriate extension links between their stereotypes and the meta-elements by using the tool provided in the palette. The process of creating a UML profile can be repetitive and labour-intensive, depending on the size of the profile. Having created a profile, users can then apply it to a UML model. Users typically create instances of UML meta-elements (e.g., UML::Class) and apply their stereotypes defined in their UML profiles. For example, if a stereotype extends the UML::Class meta-element, users can apply it to selected instances of UML::Class in their models. In this sense, the users are creating instances of the elements they define in their DSLs.

One of the limitations of UML profiles in Papyrus is that links between stereotypes can be instantiated as edges in a diagram only if they extend a *Connector* meta-element (e.g., UML::Association). For example, if “Stereotype A” refers to “Stereotype B” via an “A\_to\_B” reference, then in order to be able to draw this connection as an edge on the diagram, “A\_to\_B” should be created as a separate stereotype. These connector stereotypes do not hold any information about the stereotypes that they can connect, so users need to define such restrictions by manually writing OCL constraints to validate at least two things: 1) if the source and target nodes are of the correct type and 2) if the connector is in the correct direction (e.g., for “A\_to\_B”, the edge should lead from “Stereotype A” to “Stereotype B”). These constraints can be rather long and need to be manually written and customised for *each* edge stereotype. This, as illustrated in Section 4.3, can also be a labour-intensive and error-prone process.

## 2.2 Distributable Custom Graphical Editor

With the UML profile created, users can apply it to UML diagrams. Users select a UML element (e.g., an instance of `UML::Class`) and manually apply a stereotype in the UML profile they define. A stereotype can only be applied to instances of the meta-elements they extend. For example, a stereotype that extends the `UML::Package` meta-element in the profile cannot be applied to an instance of `UML::Class`. This task is arguably labour-intensive and repetitive. In addition, users typically need to remember the meta-element that each stereotype extends in their UML profile.

To address this recurring concern, Papyrus offers at least three possible options for creating a custom palette which allows users to create UML elements and apply selected stereotypes on them in a single step. In the first option, users can make use of the customisation facility to create their own palettes, and then specify what stereotypes should be instantiated for the creation tools in the palette. Although this is an easy-to-use approach, it must be done manually every time a new diagram is created. In addition, it cannot be shared in case the editor needs to be distributed to collaborators. The second option involves the manual definition of an XML-based palette configuration file which is automatically loaded every time the profile is applied to a diagram. This option however, is discouraged by Papyrus as it does not allow the full use of Papyrus functionality. Furthermore, this option is based on a deprecated framework, and its use is not encouraged. The third option is to create a UML profile editor, which includes the manual creation of a number of inter-related models and artefacts, including a palette configuration model. Although this option provides a whole solution to create a UML profile editor, in the paper we illustrate that it is a labour-intensive and error prone process.

The definition of custom shapes for the instantiated stereotypes is another common requirement. In Papyrus, Scalable Vector Graphics (SVG) shapes can be bound to stereotypes during the profile creation process. However, to make these shapes visible, users need to set the visibility of the shape of *each* stereotype to true. Although this is an acceptable trade-off, the users typically need to hide the default shapes by writing custom style rules in a Cascading Style Sheet (CSS), as by default the SVG shape bound to a stereotype overlaps with the default shape of the base meta-element. The CSS can be written once but need to be loaded each time *manually* on every diagram that is created.

To create a distributable graphical editor that has diagrams tailored for the profile and to avoid all the aforementioned drawbacks, users need to create a number of inter-related models and files, and to implement extension points in an Eclipse plug-in project. To create a working UML profile editor in Papyrus, users typically need to create:

- An Element Types Configuration model;
- A Palette Configuration model;
- A Cascading Style Sheet for customised styles;

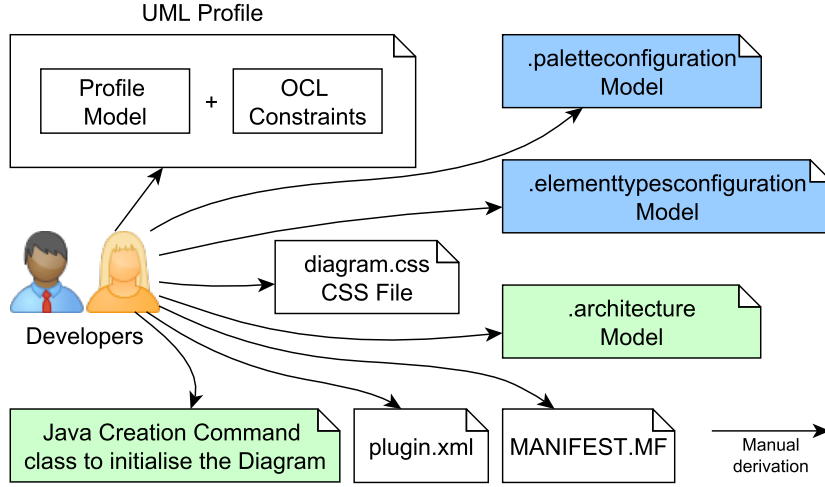


Fig. 1: Models/files developers need to write manually to develop a fully functional distributable Papyrus profile editor for Papyrus 3.0+.

- A Java Creation Command class to initialise the diagram;
- An Architecture model to describe the architecture of the editor;
- Plug-in related files for extensions and dependencies.

Figure 1 shows all the artefacts needed to be created for having a distributable Papyrus UML profile editor for Papyrus 3.0+<sup>1</sup>.

Through our experiment (see Section 5), we found out that it is difficult, if not impossible, to create these models without any working examples, taking also into account that the documentation of Papyrus provides limited useful insight in this matter.

Detailed discussions about the artefacts needed in order to create a UML profile editor are provided in Section 4. A few hundred lines of code need to be written while tedious and repetitive tasks (e.g., model creation) should be done. This is backed by our studies in the evaluation, which is discussed in Section 5.

This *labour-intensive*, *repetitive* and *error-prone* process could be automated. In this paper, we present our tool - Jorvik, which uses a single-source input to automatically generate a UML profile and models/files mentioned above for the generation of a distributable UML profile graphical editor for Papyrus.

<sup>1</sup> Metamodels for Element Types Configuration, Palette Configuration have been changed since our previous work (rendered in blue). The Architecture model and the Java Creation Command class are new concepts introduced in Papyrus 3.0 since our previous work (rendered in green).

### 3 Proposed Approach

In this section we present *Jorvik*, an automatic generation tool for Papyrus UML profiles and their respective graphical editors. Using *Jorvik*, we minimise the labour intensive and repetitive tasks required in the manual creation process. Through *Jorvik*, developers can define the abstract syntax and the concrete (graphical) syntax of their DSLs (i.e., the UML profile) in the form of an *annotated Ecore metamodel*. The annotations can be used to specify the stereotypes to be created in the UML profile, and what meta-elements they extend. With the annotations, the developers can also specify the graphical syntax and related information (e.g., shapes for the stereotypes and the icons for the creation tools in the palette). The annotated Ecore metamodel is then processed by *Jorvik* and transformed into a UML profile and related Papyrus-specific models/files needed for a distributable Papyrus editor. This is done through a series of model management operations like model validation, model-to-model (M2M) and model-to-text (M2T) transformations. An overview of our proposed approach is presented in Figure 2. We discuss the steps involved in the process in detail in the remainder of this section, followed by a running example. Technical details about the different steps of the proposed approach are provided in Section 4.

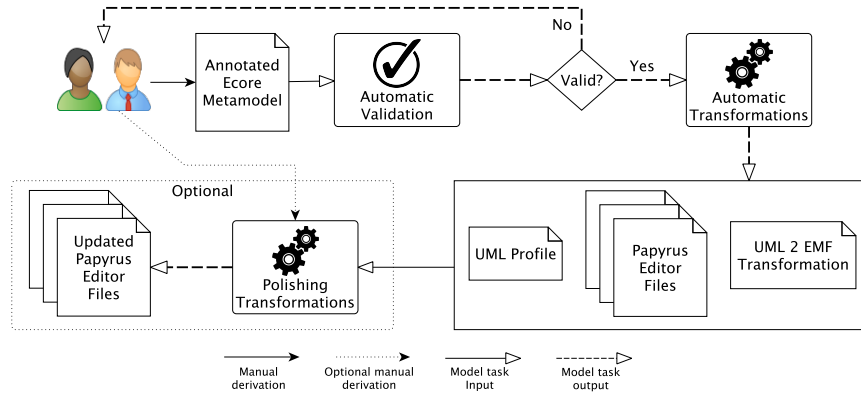


Fig. 2: An overview of the proposed approach

The first step is to create an annotated Ecore metamodel to define the intended DSL. In order to do this, a number of annotation keywords are defined for the users to use:

1. **@Diagram** annotations are used to define diagram-specific information like the name and the icon of the diagram. This annotation can be applied to EPackages and should always be applied to the EPackage at the top level.
2. **@Node** annotations are used to indicate the stereotypes that should be instantiated as nodes in the diagrams. The UML meta-element that

this stereotype extends is provided through the *base* property. The SVG shape to be used on the canvas and the icon of the specific element in the palette are specified through the *shape* and *icon* properties, respectively.

3. **@Edge** annotations are used to denote stereotypes that should be instantiated as edges in the diagrams. The UML meta-element extended by this stereotype is provided through the *base* property. The icon of the specific element in the palette is also passed as property along with the desired style of the line. This annotation can be applied either to an EClass or to an EReference.

In the metamodel, all annotated EClasses are automatically transformed into stereotypes. Stereotypes are also created from annotated EReferences (more about this below). Depending on the required graphical syntax of the stereotype (i.e., if it should be represented as a *node* or as an *edge* on the diagram), developers need to use the appropriate annotation on EClasses/EReferences (i.e., @Node or @Edge, respectively). A detailed list of all valid annotation properties is provided in Appendix A.

With the annotated Ecore metamodel in place, the next step is to check the validity of the annotations in order to proceed with the generation process. Therefore, a custom-made model validation script written in the Epsilon Validation Language (EVL) [25] (see Figure 2) is used. The validation rules (which we describe in detail in Section 4) check if the annotations provided and their attributes match the expected ones by Jorvik (e.g., each annotated element includes a reference to the UML base element it extends). If the validation fails, feedback is provided to users to fix the problems detected. Otherwise, the annotated Ecore metamodel is consumed by a workflow of M2M and M2T transformations illustrated in Figure 4 and described in detail in Section 4. The transformations are written in the Epsilon Transformation Language (ETL) [23] and the Epsilon Generation Language (EGL) [35]. In principle, any other model validation, M2M and M2T language could be used (e.g., ATL [22]). The transformations produce the UML profile with the appropriate OCL constraints and all the configuration models and files needed by Papyrus. In addition, an M2M transformation is also generated that can be used later by developers to transform the UML models that conform to the generated UML profile, back to EMF models that conform to the Ecore metamodel used as source. This way, model management programs already developed to run against model conforming to the EMF metamodel can be re-used.

Jorvik offers the option of *polishing transformations*, where developers are able to write their own (optional) transformations to fine-tune the generated artefacts produced by the built-in transformations. In the following section, the proposed approach is explained via a running example.



```

1 @namespace(uri="sdpl",prefix="sdpl")
2 @Diagram(name="SDPL", icon="ic/sdpl.png")
3 package Process;
4
5 @Node(base="Class", shape="sh/step.svg", icon="icons/step.png")
6 class Step {
7     attr String stepId;
8     ref Step[1] next;
9 }
10 @Node(base="Class", shape="sh/tool.svg", icon="icons/tool.png", bold="
    true")
11 class Tool {
12     attr String name;
13     attr int version;
14 }
15 @Node(base="Class", shape="sh/per.svg", icon="icons/per.png")
16 class Person {
17     attr String name;
18     attr int age;
19     @Edge(base="Association", icon="icons/line.png", fontHeight="15")
20     ref Tool[*] familiarWith;
21 }
22 @Edge(base="Association", icon="icons/line.png", source="src", target="
    tar")
23 class Role {
24     attr String name;
25     ref Step[1] src;
26     ref Person[1] tar;
27 }

```

Listing 1: The annotated Emfatic code that defines the metamodel of SDPL and can be used to generate the UML profile and the associated Papyrus editor.

### 3.1 Running Example

In this example we define a DSL - the Simple Development Process Language (SDPL) - in an annotated Ecove metamodel and we generate the corresponding UML profile and Papyrus graphical editor using Jorvik. We start by defining the abstract syntax of the DSL using Emfatic<sup>2</sup>, a textual notation for Ecove, which is shown in Listing 1 (ignore the annotations at this point). A process defined in SDPL consists of *Steps*, *Tools* and *Persons* participating in it. Each “Person” is familiar with certain “Tools” and can have different *Roles* in steps of a process, while each “Step” refers to the next step that follows using the *next* reference.

<sup>2</sup> <https://www.eclipse.org/emfatic/>

In order to generate the UML profile and the Papyrus graphical editor we need to add the following concrete syntax-related annotations shown in Listing 1:

- **Line 2:** The name and the icon that should be used by Papyrus in the custom diagrams menus are defined using the *name* and *icon* properties of the *@Diagram* annotation.
- **Lines 5, 10 & 15:** The *@Node* annotation is used to define that the three concepts (i.e., “Steps”, “Roles” and “Tools”) should be stereotypes in the UML profile that will be represented as nodes on the diagram. The *base* parameter is used to define which UML meta-element the stereotype should extend (i.e., *Class*<sup>3</sup> in the stereotypes of this example<sup>4</sup>). The shape on the canvas and the icon in the palette for each stereotype are given using the *shape* and *icon* annotation details. We also change the font style by setting the *bold* details to true (see line 10).
- **Line 19 & 22** The EReference “familiarWith” and the “Role” EClass are added in the profile as stereotypes that extend the meta-element *Association* of UML (UML::Association). These stereotypes should be represented as links in the diagrams and thus are annotated with the *@Edge* string. In contrast to the “familiarWith” EReference, the types the “Roles” edge should be able to connect are not known and need to be specified as properties of the annotation (i.e., *source*=“src” and *target*=“tar”). This denotes that the source/target nodes of this connector are mapped to the values of the EReferences: “src” and “tar” respectively. We also set the font height to 15 for the labels of the “familiar-With” edges (see line 19).
- **NB Line 8:** The *next* EReference is not required to be displayed as an edge on the diagram thus it is not annotated with *@Edge*. However, it will be a property of the “Step” stereotype in the generated profile, so it can be set in the model (but it will not be displayed on the diagram).

The automated M2M and M2T transformations are then executed on the Ecore file and the produced SDPL Papyrus editor is presented in Figure 3.

### 3.2 Polishing Transformations

The generated editor is fully functional but it can be further customised to fit users’ custom needs. For example, by default, our automatic transformations dictate the diagram, through the CSS file to show the stereotype

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<sup>3</sup> Although profiles are meant to accommodate “natural” extensions to UML artefacts, sometimes is the case that generic meta-elements are used instead. For example, in the Archimate for Papyrus tool presented in Section 5.1, the Use Case meta-element is used as base for the *Business Service* stereotype, or *Class* as the base for the *Business Role* stereotype. Thus, the selection of the most appropriate base element is left for the user.

<sup>4</sup> *Class* is in fact *UML::Class*, we omit the “UML::” prefix to improve clarity.

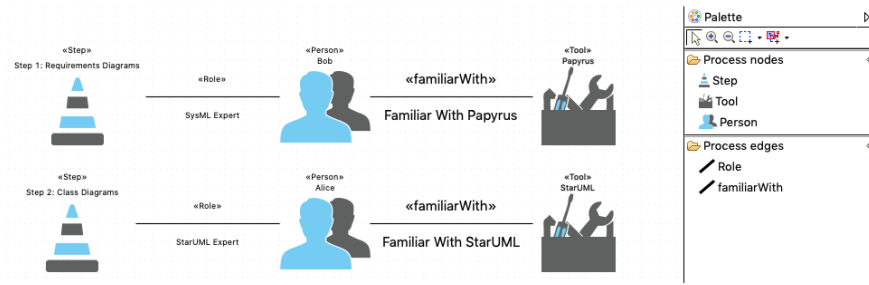


Fig. 3: The SDPL editor for Papyrus where two steps in the software development process are defined and responsible persons are attached to them along with the tools they are specialized on.

```

1 Label[type=StereotypeLabel]{
2   visible : false ;
3 }
4
5 [%
6   var allNodeStereotypes = Source!EClass.all().select (c|c.getEAnnotation("@Node").isDefined());
7   for (stereo in allNodeStereotypes) {[%]
8     [appliedStereotypes~=[%=stereo.name%]][[% if (hasMore){%],
9     [%]
10    }%] {
11      fontColor:red;
12    }

```

Listing 2: The polishing transformation for the CSS file generation that sets the visibility of the names of the nodes to true.

name applied to each node. However, in this example we want to hide the stereotype names and display labels in red font. This can be achieved by manually amending the generated CSS file. However, the CSS file will be automatically overridden if the user regenerates the profile and the editor in the future (e.g., because of a change in the metamodel). To avoid this, users can use the – optional – CSS generation polishing transformation (#5b in Figure 4) shown in Listing 2. Every time the profile and editor generation is executed, the polishing transformation will be called and will set the visibility of the stereotypes to false automatically.

The EGL template in Listing 2 generates a CSS rule in lines 1-3 that sets the visibility property of the stereotypes' labels to false. It stores all the elements in the Ecore metamodel that are annotated as @Node (line 6) in a collection and iterates through them in lines 7-10. For each of the node stereotypes, it generates the static text "[appliedStereotypes =" followed by the name of each stereotype and a comma. At the end it prints the curly

brackets (lines 10 and 12) and the text “fontColor:red;” in line 11. The resulted output that is amended automatically in the original CSS file by the polishing transformation is the one shown in Listing 3.

```

1 Label[type=StereotypeLabel]{
2     visible:false ;
3 }
4
5 [appliedStereotypes~=Step],
6 [appliedStereotypes~=Tool],
7 [appliedStereotypes~=Person] {
8     fontColor:red;
9 }

```

Listing 3: The output that is amended in the original CSS file using the CSS polishing transformation of Listing 2

## 4 Implementation

In this section, we discuss the technical implementation of Jorvik which underpins the process of our approach discussed in the previous section.

Figure 4 shows workflow of Jorvik. Each step in the workflow is identified by a number (#2 – #9 in Figure 4) for easier reference. In addition to the main steps, a pre-transformation validation script (#1 in Figure 4) is executed to verify the correctness of the annotations and provide useful feedback to the users if there is anything wrong. Moreover, supporting files needed for the creation of the Papyrus plugin are also generated while icons and shapes are placed next to the annotated metamodel (#8 in Figure 4). As the transformations consist of about 1000 lines of code we will describe them omitting low level technical details<sup>5</sup>.

### 4.1 Pre-transformation Validation (#1)

To check the correctness of the annotated Ecore metamodel, a model validation program is firstly executed against the metamodel. The program is written using EVL and consists of several rules that check if the annotated Ecore elements have all the necessary information (e.g., a UML base class) and if the values provided are correct (e.g., font size for labels is a positive integer). Listing 4 presents an example of a rule written in EVL which checks if the value provided for the “bold” details in a @Node annotation is correct (i.e., true or false). More specifically, in lines 2–3 a guard

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<sup>5</sup> Full implementations and instructions are available at <https://github.com/wrwei/Jorvik>

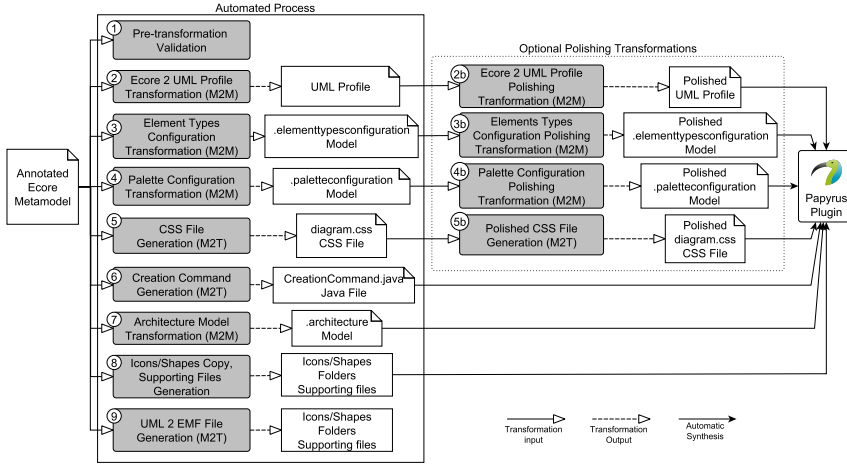


Fig. 4: An overview of the transformation workflow

is applied to check that the rule is only applied to elements that have the @Node annotation attached to them (line 2) while tests the rule only on those annotations that have the “bold” detail defined (line 3). In lines 4–6, the condition to check is provided, which is that the value of the “bold” detail is either *true* or *false*. Finally, in lines 7–8 a message is displayed to the users in case the rule is violated providing information regarding the acceptable values and the name of the element(s) that violated this rule.

```

1 constraint NodeAnnotationBoldValueIsCorrect {
2   guard : self.getEAnnotation("Node").isDefined() and
3     self.getEAnnotation("Node").details.get("bold").isDefined()
4   check : self.getEAnnotation("Node").details.get("bold").equals("true")
5     or
6     self.getEAnnotation("Node").details.get("bold").equals("false")
7   message : "Bold value for element " + self.name + " is not correct.
8     Possible values are: true or false."
9 }

```

Listing 4: Example rule that checks that the values provided to the “bold” styling detail for @Node annotations is correct.

Table 1 enumerates all the rules included in the pre-transformation validation step along with their descriptions and the conditions that are checked. The implementation of the rules in EVL can be found in the paper’s webpage<sup>6</sup>.

<sup>6</sup> <https://github.com/wrwei/Jorvik>

#	Rule Description	Condition Checked
1	There is exactly one Diagram annotation	The number of the @Diagram annotations is 1
2	Diagram annotation has a name detail	The name detail is defined
3	Diagram annotation has acceptable details provided	There are no other details provided rather than name and/or icon
4	Node/Edge annotations have base class set	Any string is provided
5	Edge annotations of EClasses have source/target defined	The source/target details are defined
6	An acceptable lineStyle value for Edge annotations is provided	The value is dashed, solid, dotted, hidden or double
7	An acceptable bold value for Node/Edge annotations is provided	The value is either true or false
8	An acceptable fontHeight value for Node/Edge annotations is provided	The value is a positive integer
9	Node annotations have acceptable details provided	There are no other details provided rather than base, fontHeight and/or bold
10	Edge annotations have acceptable details provided	There are no other details provided rather than base, source, target, fontHeight, bold, and/or lineStyle

Table 1: The list of the rules checked for the annotated Ecore metamodel.

#### 4.2 EMF to UML Profile Generation (#2)

The EMF to UML Profile Generation executes a model-to-model transformation written in ETL. The source model of this transformation is the annotated Ecore metamodel (e.g., Listing 1) and the target model is a UML profile model. This transformation consists of two main rules, one that creates astereotype for each EClass element of the metamodel and a second that creates a *Stereotype* for each EReference annotated as @Edge.

- **rule eclass2stereotype:** This transformation rule transforms each EClass element in the annotated Ecore metamodel to an element of type stereotype in the target UML model. All attributes of each EClass are also transformed across to the created stereotype.
- **rule reference2stereotype:** This rule creates a new stereotype with the same name in the UML profile model for each of the EReferences that are annotated as @Edge in the Ecore metamodel. No attributes

are added to the stereotype as EReferences do not support attributes in Ecore<sup>7</sup>.

When all stereotypes are created, a number of post-transformation operations are executed to 1) create the generalisation relationships between the stereotypes, 2) add the references/containment relationships between the stereotypes, 3) create the extension with the UML base meta-element and 4) generate and add the needed OCL constraints for each edge:

- 1) For each superclass of an EClass in the metamodel we create a *Generalisation* UML element. The generalisation element is added to the stereotype created for this specific EClass and refers via the *generalization* reference to the stereotype that was created for the superclass.
- 2) For each reference (ref or val) in the metamodel a new *Property* UML element is created and added to the stereotype that represents the EClass. A new *Association* UML element is also created and added to the stereotype. The name and the multiplicities are also set.
- 3) By default the stereotypes extend the *Class* base element unless a different value is passed in the *base* property of the @Node/@Edge annotation. In this post-transformation operation the necessary *Import Metaclass* element and *Extension* reference are created and attached to the stereotype.
- 4) In the last operation, the OCL constraints are created for each stereotype that will be represented as an edge on the diagram. Two *Constraint* and two *OpaqueExpression* elements are created for each edge stereotype that check the two necessary constraints. The OCL constraints are explained in details in the section that follows.

### 4.3 OCL Constraints

To illustrate the OCL constraints, we provide a partial view of the SDPL UML profile in Figure 5<sup>8</sup>.

In Figure 5, there are three stereotypes. “Person” and “Tool” extend meta-element UML::Class, and they correspond to classes “Person” and “Tool” in the metamodel shown in Listing 1. Stereotype “familiarWith”, which extends meta-element UML::Association, corresponds to the reference “familiarWith” in the “Person” class in Listing 1.

In Figure 3, the “familiarWith” association is used to connect “Person Alice” with “Tool StarUML”. However, Papyrus by default, allows the “familiarWith:” stereotype to be applied to any *Association*, and not strictly to *Associations* which connect “Person” and “Tool” stereotyped elements. Therefore, constraints are needed to check (at least) two aspects:

<sup>7</sup> It is the users’ responsibilities to make sure that they handle name collisions for EReferences themselves (for that EClasses may have EReferences with the same name).

<sup>8</sup> The attributes of the stereotypes are omitted for simplicity.

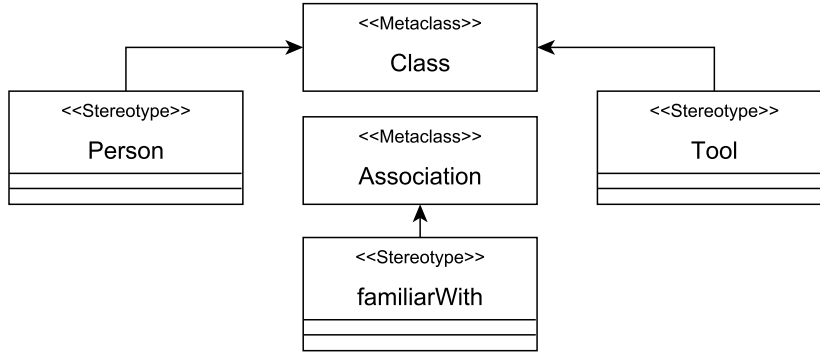


Fig. 5: Example UML profile for SDPL showing Person, Tool and the familiarWith association

- **End Types**: one of the elements a “familiarWith” association connects to, has the “Person” stereotype applied to it while the other has the “Tool” stereotypes applied to it;
- **Navigability**: the “familiarWith” association starts from an element stereotyped as “Person” and points to an element stereotyped as “Tool”.

**4.3.1 End Types** Listing 5 shows the OCL code for the *End Types* constraint. Line 1 accesses the types (instances of UML::Class that have stereotypes defined in the profile applied to them) that “familiarWith” connects. Lines 3 and 4 check if the types that “familiarWith” connects are of type that either has stereotype “Person” or “Tool”. In this way, if a “familiarWith” association connects two types that are not “Person” or a “Tool”, the constraint fails.

```

1 let classes = self.base_Association.endType→
2   selectByKind(UML::Class) in
3   classes → exists (c | c.extension_Person → notEmpty()) and
4   classes → exists (c | c.extension_Tool → notEmpty())

```

Listing 5: The End Types constraint in OCL

**4.3.2 Navigability** Listing 6 shows the OCL code for the *Navigability* constraint. In this case, we are interested in checking the *isNavigable* property of each end. Thus, in lines 2 and 3, we obtain the member ends that “familiarWith” connects with. If these ends are obtained successfully (line 4), we check that the *personEnd* (connecting element stereotyped as “Person”) is not navigable (line 5) and the *toolEnd* (connecting element stereotyped as “Tool”) is navigable (line 6). Therefore, we are checking that a “familiarWith” association can only go from “Person” to “Tool” and not the other



```

1 let memberEnds=self.base_Association.memberEnd in
2 let toolEnd=memberEnds→select(type.oclIsKindOf(UML::Class) and type.
   oclAsType(UML::Class).extension_Tool→notEmpty()),
3 personEnd=memberEnds→select(type.oclIsKindOf(UML::Class) and type.
   oclAsType(UML::Class).extension_Person→notEmpty()) in
4 if personEnd→notEmpty() and toolEnd→notEmpty() then
5 personEnd→first().isNavigable() = false and
6 toolEnd→first().isNavigable() = true
7 else
8 false
9 endif

```

Listing 6: The Navigability constraint in OCL

way around. We need to highlight, that currently, opposite references are not supported; plans for future work are outlined in Section 7.

With these two constraints implemented, we are able to automatically generate OCL constraints for stereotypes that extend `UML::Association`. We use the *End Types* and *Navigability* constraints as templates with dynamic sections (where the specific stereotype names are inserted dynamically, e.g., “Person” and “Tool”). So far we have only explored constraints for stereotypes that extend `UML::Association`. The constraint templates for stereotypes that extend other UML relationships need to be developed separately as the means to access source/target elements of the relationship are different.

#### 4.4 Element Types Configuration Transformation(#3)

Apart from the UML profile, Papyrus graphical editors require an Element Types Configuration model, which associates the stereotypes defined in the UML profile with their abstract syntax (the meta-elements in UML they extend) and their concrete syntax (the graphical notations of the meta-elements in UML they extend).

This transformation is responsible for creating an Element Types Configuration model (of extension `.elementtypesconfiguration`) that contains type specialisation information for the stereotypes in the UML profile. For each element of type *Stereotype*, two *SpecializationTypeConfigurations* are created, one links the stereotype to its UML meta-element, another links the stereotype to the concrete syntax of its UML meta-element. For example, a stereotype that extends `UML::Class` needs to specialise the `UML::Class MetamodelTypeConfiguration` defined in the UML Element Types Configuration model; and it needs to specialise the Class Shape *SpecializationTypeConfiguration* defined in the UML Diagram Element Types Configuration

model<sup>9</sup>. In addition to *SpecializationTypeConfigurations*, for each *Stereotype* element an *ApplyStereotypeAdviceConfiguration* needs to be created, which associates the *SpecializationTypeConfiguration* to the actual stereotype in the UML profile.

#### 4.5 Palette Configuration Transformation (#4)

This transformation is responsible for creating a Palette Configuration model (of extension `.paletteconfiguration`) that configures the contents of the custom palette for the diagram in Papyrus. The model conforms to the *PaletteConfiguration* metamodel that ships with Papyrus. The transformation creates a new *PaletteConfiguration* element and adds two new *DrawerConfiguration* elements that represent the two different tool compartments in our palette (i.e., one for the tools that create nodes and one for those creating edges). For each element in the Ecore metamodel annotated as `@Node/@Edge` a new *ToolConfiguration* element is created and added to the nodes/edges drawer respectively. The kind of *ToolConfiguration* are decided based on the `@Node/@Edge` annotation. For nodes, the kind is *CreationTool* while for edges, the kind is *ConnectionTool*. An *IconDescriptor* element is also created and added to the *ToolConfiguration* pointing to the path of the icon for that tool (this is the path passed as argument to the `icon` property of the `@Node/@Edge` annotation). Finally, each *ToolConfiguration*, needs to refer to the element types they conform to, which are defined in the Element Types Configuration model transformed in Step #3. In this way, when an element is created in the diagram using the palette, behind the scene, Papyrus is able to locate the *Stereotype* element and infer the UML syntax it specialises.

#### 4.6 CSS File Generation (#5)

As stated above, in Papyrus, the look and feel of diagram elements can be customised using CSS. In this transformation we generate the CSS style rules that define the appearance of nodes and edges in diagrams. Each node on a diagram has a set of compartments where the attributes, the shape, etc. appear. Initially, for all nodes that will appear on the diagram, we create a CSS rule to hide all their compartments and another rule to enable the compartment that holds the shape. The latter rule also hides the default shape inherited from the meta-element that the stereotype extends. Then, for each stereotype that appears as a node, a CSS rule is generated to place the SVG figure in the shape compartment. For elements of type *Stereotype*, the assignment of the SVG shapes to the stereotypes is achieved by assigning the path of the SVG file to the `svgFile` property available in CSS. Finally,

---

<sup>9</sup> Both models reside in the Papyrus Plug-in `org.eclipse.papyrus.uml.service.types`

we generate the CSS rules for each edge, e.g., if a *lineStyle* parameter is set, then the *lineStyle* property for that stereotype is set to the value of the *lineStyle* parameter (e.g., “solid”, “dashed”, etc.).

#### 4.7 Creation Command Generation (#6)

In order for Papyrus to create a diagram, it requires the initialisation of the diagram. The Creation Command is a Java class which is responsible for initialising Papyrus diagrams. The Creation Command class is needed since Papyrus 3.0+. The rationale for the creation command is that it creates a UML model from the UMLFactory as the root element of the diagram. The minimal requirement for diagram initialisations are:

- UML primitive types: the primitive types need to be imported to the diagram in order for the users to reference to them;
- UML profiles: the standard UML profile and the user defined UML profile need to be applied in order to initialise the diagram.

In order to apply the user defined UML profiles, they need to use the pathmap defined in their plug-ins, which is explained in #8. The Java class is generated using a model-to-text transformation written in EGL.

#### 4.8 Architecture Model Generation (#7)

Papyrus adopted the notion of an Architecture model in order to describe the architecture of the graphical editors since Papyrus 3.0+. This transformation synthesises an Architecture model using a model creation program written in the Epsilon Object Language (EOL) [26]. The program needs 1) the annotated Ecore metamodel for the DSL, 2) the Element Types Configuration model, 3) the Palette Configuration model, 4) the UML metamodel, 5) the Creation Command Java class and 6) the CSS custom style sheet as inputs. In particular, in the Architecture model, the generation program creates:

- An *ArchitectureDomain* which represents the domain of the DSL;
- A number of *Concerns* to describe the concerns of the domain;
- A number of *Stakeholders* involved in the domain;
- An *ArchitectureDescriptionLanguage* to describe the architecture, which consists of a number of *Viewpoints*, a number of *PapyrusDiagrams*. The Element Types Configuration and the Creation Command class are needed in the *ArchitectureDescriptionLanguage*. The Palette Configuration model and the CSS sheets are needed in *PapyrusDiagrams*.

The Architecture model then needs to be registered and acts as the entry point to all the models/files for a Papyrus editor, which is done in Step #9.

#### 4.9 Icons, Shapes and Supporting Files (#8)

Jorvik supports the generation of the UML profile and the infrastructure for the Papyrus diagram in either a new Eclipse plug-in project or in the same plug-in project where the annotated Ecore metamodel resides. In both scenarios, the “MANIFEST.MF”, the “build.properties” and the “plugin.xml” files are created (or overridden respectively). The “MANIFEST.MF” file includes a list of all required bundles/plugin-ins. The “build .properties” file guides the build process of the Eclipse plug-in. The “plugin.xml” file includes all the necessary extensions for Papyrus to be able to register the UML profile and create the diagrams (e.g., extensions that point to the Architecture model). For the creation of a Papyrus editor, in the “plugin.xml”, three extension points need to be implemented:

- *org.eclipse.emf.ecore.uri\_mapping*, in which the users create a mapping between the path of the folder that hold their UML profile, and a PATHMAP, which they can reference in the files/models they create;
- *org.eclipse.papyrus.uml.extensionpoints.UMLProfile*, which points to the location of the UML profile that the users define;
- *org.eclipse.papyrus.infra.architecture.models*, which points to the location of the Architecture model that the users define in Step #7.

For the scenario where the Papyrus plug-in is created as a new project, the shapes (SVG files) and the icons (PNG files) are copied to the newly created Plug-in project. For the scenario where the UML profile and editor are generated in the same project in which the Ecore source file resides, the shapes and icons files do not need to be copied as they already exist.

Finally, two files that only consist of the XML and the XMI header (namely “\*.profile.di” and “\*.profile.notation”) are generated. These files are necessary for Papyrus to construct the UML profile model<sup>10</sup>.

#### 4.10 UML to EMF Transformation Generation (#9)

This M2T transformation generates the ETL file that can be used to transform the UML models created in Papyrus and conform to the UML Profile generated by our approach, back to EMF models that conform to the source Ecore metamodel given as input to the approach. One rule is generated for each of the stereotypes that transforms them back to the appropriate type of the Ecore metamodel. Each stereotype has the same attributes and references as the original EClass, therefore, this EGL script also generates the statements in each rule that populate the attributes and the references of the newly created instance of each EClass with the equivalent values of the UML model. An example of an auto-generated rule is shown in Listing 7. This rule transforms elements stereotyped as “Person” in the UML model

---

<sup>10</sup> The diagram layout information requires coordinates related information in the diagram, therefore it is not related to this work

to elements of type “Person” in an EMF model which conforms to the Ecore metamodel presented in Listing 1.

```

1 rule PersonUML2PersonEMF
2   transform s: UMLProcess!Person
3   to t: EMFProcess!Person {
4     t.name = s.name;
5     t.age = s.age;
6     t.familiarWith ::= s.familiarWith;
7   }

```

Listing 7: Example of an auto-generated ETL rule that transforms elements stereotyped as “Person” in the UML model to elements of type “Person” in an EMF model.

ETL provides the `::=` operator for rule resolution. The ETL engine keeps transformation traces which links source elements to target elements of the transformation. When `::=` is used, the ETL execution engine inspects the established transformation traces and invokes the applicable rules (if necessary) to calculate the counterparts of the source elements contained in the collection.

In our example (line 6 in Listing 7), the expression “`s.familiarWith`” returns a collection of *UMLProcess!Tools* (denoted by *ct*). By using “`::=`”, the ETL engine will look for the rules that transform *UMLProcess!Tool* to *EMFProcess!Tool* and invoke the rules if necessary (if the source elements have not been transformed, as shown in the transformation trace) and put the transformed elements into sub-collections (denoted by *sc*). After the ETL engine goes through all the elements in *ct*, the sub-collections *scs* are returned (flattened to a single collection if more than one) and are added to “`t.familiarWith`”.

#### 4.11 Polishing Transformations (#2b - #5b)

For transformations #2- #5, users are able to define polishing transformations that complement those included in our implementation. After each built-in transformation is executed, the workflow looks to find a transformation with the same file name next to the Ecore metamodel. If a file with the same name exists, it is executed against the Ecore metamodel and targets the already created output model of the original transformation. The execution of the polishing transformation is set *not* to overwrite the target model but to refine it instead. Table 2 shows the names that each polishing transformation is expected to have.

## 5 Evaluation

In this section we evaluate Jorvik in three different ways. In the first evaluation, we apply Jorvik to generate a Papyrus editor for the non-trivial Archi-

Table 2: Polishing Transformations File Names

Transformation ID	Required File Name
#2	emf2umlProfile.etl
#3	elementTypesConfigurationsM2M.etl
#4	paletteConfigurationM2M.etl
#5	cssFileGeneration.egl

mate UML profile [19,21]. We use the Adocus Archimate for Papyrus<sup>11</sup> (an open-source tool that includes a profile for Archimate and the appropriate editors for Papyrus) for reference. We compare the proportion of the tool that Jorvik is able to generate automatically, check the number of polishing transformations that the user needs to write to complete the missing parts and finally, identify the aspects of the editor that our approach is not able to generate. As a result we can measure the *efficiency* of Jorvik in generating profiles/editors against an existing relatively large profile/editor.

In the second evaluation, we assess the *completeness* of Jorvik by applying it to a number of metamodels collected as part of the work presented in [41]. This way, Jorvik is tested to check if it can successfully generate profiles and editors for a wide variety of scenarios.

In the third evaluation, we conduct a *user experiment* in which we asked software engineers to build Papyrus editors for two UML Profiles. We first ask the engineers to create the profiles and editors manually, and then ask them to create the same profiles and editors using Jorvik. We measure the time, report problems encountered during the experiment for both approaches and we compare the results.

### 5.1 Efficiency

The Archimate for Papyrus tool offers five kinds of diagrams (i.e., Application, Business, Implementation and Migration, Motivation and Technology diagrams). Each of the diagrams uses different stereotypes from the Archimate profile. In this scenario, we create five Ecore metamodels and annotate the elements that need to appear as nodes/edges in the diagrams. We then generate the editors for all the five Archimate diagrams. At this point, five fully functional editors are generated that can be used to create each of the five types of diagrams that the Archimate for Papyrus tool also supports.

However, our generated editors do not offer some special features that the Archimate for Papyrus tool offers. For example, Archimate for Papyrus offers a third drawer in the palette for some diagrams that is called “Common” and includes two tools (named “Grouping” and “Comment”). Another feature that is not supported by our default transformations is the fact that in Archimate for Papyrus, users are able to have the elements represented

<sup>11</sup> <https://github.com/Adocus/ArchiMate-for-Papyrus>

either by their shapes or by a coloured rectangle depending on the CSS class applied to them. Finally, Archimate for Papyrus also organises the creation of the *Junction* (which is a node that acts as a junction for edges) node in the relations' drawer in the palette. In order to be able to implement such missing features, we need to write the extra polishing transformations. We do not go into details on the content of the polishing transformations for this specific example<sup>12</sup>.

In our previous work [44], we compared our approach with Archimate for Papyrus. However, as we mentioned in Section 2, Papyrus changed its underlying metamodels and the mechanism for creating UML specific editors. To ensure that our results are still valid for Papyrus 3.0+, we re-generated all the Archimate editors using Jorvik. We add the lines of code needed for Jorvik to our findings in the previous work.

Table 3 summarises the efficiency of Jorvik, both for Jorvik pre-Papyrus 3.0 version and for Jorvik post-Papyrus 3.0 version<sup>13</sup>. The numbers are shown in the format of *Lines of Code (Number of Model Elements)*, as we count both the lines of code and (equivalent) number of model elements needed to be created manually. For artefacts which are not models (e.g., the CSS file) we only provide the lines of code metric as well for artefacts created by polishing transformations in Jorvik, as these were generated by the polishing transformation scripts.

For Jorvik pre-Papyrus 3.0 (columns under *Jorvik (pre-Papyrus 3.0)*), we need to manually create five annotated Ecore metamodels, which involves writing 436 lines of code (668 model elements). For polishing transformations, we need to write 11 lines of code in the transformation script for Element Types Configuration, 50 lines for Palette Configuration, 195 lines for CSS and 10 lines for Types Configuration.

For Jorvik post-Papyrus 3.0 (columns under *Jorvik (post-Papyrus 3.0)*), we need the same Ecore metamodels (i.e., five), thus the numbers do not change. For polishing transformations, we need to write 50 lines for the Palette Configuration and 195 lines for CSS.

As it can be observed from the numbers, our approach requires about 90% less handwritten code to produce the basic diagrams and about 85% less code to produce the polished editor that matches the original Archimate for Papyrus editor. Our approach creates the five diagram editors which offer the same functionality and features as the original Archimate for Papyrus tool but also atop that the ETL transformation and the OCL constraints.

<sup>12</sup> The generated Plug-ins for Archimate and the polishing transformations are available from <https://github.com/wrwei/Jorvik>

<sup>13</sup> Cells in gray are artefacts not needed for implementation. E.g. Creation Command and Architecture Model are concepts in Papyrus version 3.0+, and therefore are not applicable to Jorvik pre-Papyrus 3.0 version and Archimate for Papyrus

File	Jorvik (pre-Papyrus 3.0) LoC (Number of Model Elements)				Jorvik (post-Papyrus 3.0) LoC (Number of Model Elements)			Archimate for Papyrus (Pre Papyrus 3.0)
	Hand-written	Hand-written (Polishing)	Total		Hand-written	Hand-written (Polishing)	Total	
Ecore	436 (668)	0	436 (668)		436 (668)	0	436 (668)	0
Profile	0	0	0		0	0	0	1867 (1089)
Element Types Con- figuration	0	11	11		0	0	0	237 (61)
Palette Configura- tion	0	50	50		0	50	50	1305 (323)
CSS	0	195	195		0	195	195	537
Creation Command					0	0	0	
Architecture Model					0	0	0	
Types Con- figuration	0	10	10					788 (327)
Diagram Configura- tion	0	0	0					58 (28)
Total	436 (668)	266	702 (668)		436 (668)	245	681 (668)	4792 (1828)

Table 3: Lines of manually written code of each file for creating a Papyrus UML profile and editor for ArchiMate.



*5.1.1 Threats to Validity* There were a few minor features of the original Archimate for Papyrus tool that our approach could not support. Most of them are related to custom menu entries and wizards. For those to be created developer needs to extend the “plugin.xml” file. In addition, the line decoration shapes of stereotypes that extend the aggregation base element (i.e., diamond) can only be applied dynamically by running Java code that will update the property each time the stereotype is applied. Our default and polishing transformations are not able to generate those features automatically; these should be implemented manually. For that reason, we *excluded* these lines of code needed by Archimate for Papyrus to implement these features from the data provided in Table 3 for a fair comparison.

## 5.2 Completeness

In addition to the generation of the Archimate profile/editors, we tested Jorvik with nine more Ecore metamodels from different domains. The names of the metamodels (including Archimate) and their size (in terms of types) are given in Table 4. Next to the size, in parenthesis, the number of types that should be transformed so they can be instantiated as nodes/edges is also provided.

Name	#Types (#Nodes/#Edges)	Name	#Types (#Nodes/#Edges)
<b>Professor</b>	5 (4/5)	<b>Ant Scripts</b>	11 (6/4)
<b>Zoo</b>	8 (6/4)	<b>Cobol</b>	13 (12/14)
<b>Usecase</b>	9 (4/4)	<b>Wordpress</b>	20 (19/18)
<b>Conference</b>	9 (7/6)	<b>BibTeX</b>	21 (16/2)
<b>Bugzilla</b>	9 (7/6)	<b>Archimate</b>	57 (44/11)

Table 4: The names and sizes of the ten metamodels against which the approach was evaluated to test completeness

As illustrated in Table 4, the metamodels varied in size, from small profiles (having 5 stereotypes) to large profiles (up to 57 stereotypes). The approach was able to produce the profiles and the editors for *all* the metamodels, demonstrating that it can be used to generate the desired artifacts for a wide spectrum of domains. The time needed for the generation varied from milliseconds up to a few seconds. In the future, we plan to assess further the scalability of our approach using larger metamodels.

### 5.3 User Experiment

We have argued that Jorvik provides significant gains in productivity when building custom UML Profile editors for Papyrus. We design a user experiment to substantiate such claim, and ascertain how significant the productivity gain can be. As discussed in Section 4, there are eight major steps to be taken in order to create a UML profile as well as its supporting editor. In this experiment, we compare the time needed to develop an editor using Papyrus infrastructure (hereby referred to as *Papyrus approach*) with the time needed to develop the same editor using Jorvik. For the Papyrus approach we design eight tasks, each with its own deadline (see Table 5) for the participants to complete towards manually creating a UML profile and a working UML editor for the profile. For Jorvik, we designed one task for the participants to complete to automatically generate a UML profile and a working UML editor for that profile. We ask two participants to take part in the experiment and work on two profiles we choose. We record the time taken for the participants to complete the experiment using both approaches and we compare the times.

**5.3.1 Papyrus Approach Experiment Set-Up** For the purpose of this experiment, we have chosen a participant with relatively more experience in modelling, and a candidate with less experience in modelling. Both participants have an Eclipse IDE installed on their computers, with Eclipse Epsilon 1.6 Interim version<sup>14</sup> and Eclipse Papyrus 4.0.0<sup>15</sup> installed. We asked the participants to perform the eight tasks involved in the Papyrus approach firstly on one profile (the Website profile<sup>16</sup>) and then repeat the experiment for a second profile (the Fault Tree profile<sup>17</sup>) following again the Papyrus approach. The SVG shapes and icons for both the case were provided to the participants. Before the experiment is conducted, a pre-experiment questionnaire is handed to the participants, to assess their expertise in UML, UML profiles and Papyrus<sup>18</sup>. In addition, a 20-30 minutes introduction to UML profiles and Papyrus is given to them while an example of a custom UML profile Papyrus editor is being presented to them.

For each of the eight steps, there is a set deadline; the participants are asked to try to complete the step within the deadline. The tasks and the deadlines are derived from our own experience in developing a working, distributable UML profile and its Papyrus editor. Initially we spent 3 months on creating an example editor, due to the lack of documentation, and the lack of tool support when referencing model elements among the models required for the editor. After we found out how to create an editor, we

<sup>14</sup> <https://www.eclipse.org/epsilon/>

<sup>15</sup> <https://www.eclipse.org/papyrus/download.html>

<sup>16</sup> <https://github.com/wrwei/Jorvik/tree/master/org.papyrus.website>

<sup>17</sup> <https://github.com/wrwei/Jorvik/tree/master/org.papyrus.faulttree>

<sup>18</sup> The questions can be viewed in <https://github.com/wrwei/Jorvik/wiki/Pre-Experiment-Self-Assessment-Questionnaire>

recorded the amount of time required for us to perform the eight steps to derive the deadlines. We then normalise the deadlines through a pilot study with a volunteer from our research group (we also make adjustments to our experiment set-up in the pilot study based on what we learnt from it).

In each step, the participants are asked to complete a minimal task first (e.g., for UML profile, create a stereotype that is displayed as a node and a stereotype that is displayed as an edge)<sup>19</sup>. They are asked to continue with the rest if there is still time left. If the participants miss the deadline but they are working towards the correct solution, they are asked to give an estimate of how long they believe it would take them to finish the whole step. At the beginning of each step, we provide a piece of *Default* knowledge, which covers ground knowledge for the step to be completed. Participants are also allowed to search for any information over the Internet which may assist them in their tasks at any point during the experiment. At a certain point for each step, we assess if the participants are able to complete the step within the time frame, and we provide a piece of *Essential* knowledge, which contains key information (which is not easily accessible from the Internet) for the participants to complete the step.

Task	Total (m)	Default (m)	Essential (m)
1. UML Profile	60	40	20
2. Element Types Configuration Model	60	40	20
3. Palette Configuration Model	30	20	10
4. Cascading Style Sheet	30	20	10
5. Creation Command	30	20	10
6. Architecture Model	40	30	10
7. Plug-in Configuration	20	12	8
8. OCL Constraints	60	40	20

Table 5: Tasks and times for the Papyrus approach.

The overview of the tasks, the total time given and the time dealines for executing the task having the default and the essential knowledge is provided in Table 5. The detailed task descriptions are as follows:

1. UML Profile - An image of a UML profile is provided to the participants, they are required to create the profile within 60 minutes. *Essential* information is provided at minute 40.
2. Element Types Configuration Model - Participants are asked to create an Element Types Configuration model for the editor for the profile they created in task 1.
3. Palette Configuration Model - Participants are asked to create a Palette Configuration model for the editor/profile.

<sup>19</sup> Detailed descriptions of the tasks can be found at [https://github.com/wrwei/Jorvik/tree/master/User\\_Experiment](https://github.com/wrwei/Jorvik/tree/master/User_Experiment)

4. Custom Style - Participants are asked to create a CSS file to customise the styles of the editor.
5. Creation Command - Participants are asked to create the creation command Java class to initialise the Papyrus diagram .
6. Architecture Model - Participants are asked to create an Architecture model for the editor/profile.
7. Plug-in Configuration - Participants are asked to configure their plug-ins in order to make use of all the models/artefacts to form a working editor
8. OCL constraints (optional) - In this optional task, participants are asked to create OCL constraints mentioned in Section 4.3 for all connector stereotypes, within 60 minutes. We do not expect this task to be taken by participants, as it typically required experienced OCL experts 2 weeks to complete the constraint templates described in Section 4.3. For the record, no participants agreed to take this optional task.

For each step, when participants express that they have completed the step, we stop the timer and assess the solutions. If the solutions are not correct, we tell the participants that they need more work and resume the timer. Since each step depends on the previous being completed, at the beginning of each step, the participants are given a solution that contains complete and correct assets for all the previous tasks.

After participants have completed the manual process, a post-experiment questionnaire is handed to them, in which they evaluate the difficulties of each task and if enough time was provided for each task<sup>20</sup>.

Task	Total (m)	Default (m)	Essential (m)
1. Ecore Metamodel and Generation	50	30	20

Table 6: Tasks and times for the automatic process.

**5.3.2 Jorvik Experiment Set-up** The experiment then proceeds to the use of Jorvik, where the participants need to complete one task (see Table 6):

1. Annotated Ecore Metamodel and Generation - Participants are provided with the same images of the profiles (one each time), they are asked to create an annotated Ecore metamodel for the profile, and generate the UML profile and the editor, within 50 minutes. The *Default* information is provided at the beginning. 30 minutes in the task, we assess the participants' status and provide the *Essential* information.

<sup>20</sup> The questions can be viewed in <https://github.com/wrwei/Jorvik/wiki/Post-Experiment-Self-Assessment-Questionnaire>

Task	Time Given Default (Essential)	Time Taken Web FTA	Correctness Web FTA	Participant	Remarks
1. UML Profile	40m (20m)	25m 30s 40m	● ●	#1 #2	N/A N/A
2. Element Types Configuration	40m (20m)	56* 60m*	● ●	#1 #2	① ②
3. Palette Configuration	20m (10m)	26m30s* 30m*	● ●	#1 #2	③ ④
4. Custom Style	20m (10m)	15m30s 30m*	● ●	#1 #2	N/A N/A
5. Creation Command	20m (10m)	25m* 30m*	● ●	#1 #2	⑤ N/A
6. Architecture Model	30m (10m)	40m* 40m*	● ●	#1 #2	⑥ ⑦
7. Plug-in Configuration	12m (8m)	20m* 19m	● ●	#1 #2	⑧ N/A
Total Time	182m (88m)	208m30s 249m			
EMF + Annotations	30m (20m)	32m 30s* 36m 55s*	● ●	#1 #2	N/A N/A

## Legend

● : Correct	● : Partially correct	○ : Incorrect	* : Essential Information Given
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Table 7: Evaluation of Requirement Specification Languages as shown in [?]

Papyrus

Jorvik

**5.3.3 Results** Table 7 shows the times obtained from the user experiment. Participant #1 is a female PhD student who has a high level of expertise in modelling, and has used Papyrus before. Participant #2 is a male PhD student who has an intermediate level of expertise in modelling, and has used Papyrus on a limited number of occasions. Both of the participants have no experience in creating distributable editors for UML profiles using Papyrus.

In the table, the *Task* column specifies the name of the steps. The *Time Given* column specifies the time we gave the participants for each step having the *Default* knowledge only and in parenthesis the time we gave to them having the *Essential* knowledge information. The *Time Taken* column records the time taken for the participants to complete the Website profile (*Web*) and the Fault Tree profile (*FTA*). Times with an *asterisk (\*)* denote that the participant asked and was given the essential information<sup>21</sup> The *Correctness* column records if the participants are able to provide correct solutions. The participants are distinguished using the *Participant* column. We record any comments/remarks made by the participants in the *Remarks* column (see discussion of the remarks made by the participants later in this section).

Below is an example of how the table should be read (the summary of the experiment for Participant #1 for the Papyrus approach for the Website profile):

1. She was able to finish the UML profile creation in 25 minutes without the *Essential* knowledge.
2. She finished the Element Types Configuration in 56 minutes with the help of the *Essential* knowledge.
3. She finished the tasks in Step 3 in 26 minutes with the help of the *Essential* knowledge.
4. She finished a partial solution for the CSS in 15 minutes.
5. She could not figure out how to create a creation command, therefore *Essential* knowledge is provided, and she finished the step in 25 minutes in total.
6. She could not figure out how to create an Architecture model, even with the *Essential* knowledge provided and missed the deadline.
7. She was not able to configure the editor Plug-in to successfully run the editor, even with the *Essential* knowledge.

We also receive/observe some remarks during the experiment. Below is a list of the description of the remarks in the table, which should be read together with the experiment results:

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<sup>21</sup> In some tasks participants knew how to complete the task with no more information given to them, but they hit the default knowledge deadline. In such cases we were assessing the solution and if it was indeed towards the correct direction they were allowed to use the time remaining to complete the task without giving the essential information.

- Remark ①: In the Website experiment, in Step 2, Participant #1 claimed that she found a solution online<sup>22</sup> that made the task significantly easier. She also claims that without the solution there is no way she could have finished the task, even with the *Essential* knowledge.
- Remark ②: In both the Website and the Fault Tree experiment, in Step 2, Participant #2 claimed that he could never complete the step, without the essential information. He also claims that the Element Types Configuration is rather confusing. In the Fault Tree experiment, he claimed he would need 40+ minutes to complete the whole model.
- Remark ③: In the Website experiment, in Step 3, Participant #1 finished the minimal task with the help of the essential information. She claimed that she would need 20 more minutes to finish the model.
- Remark ④: In the Website experiment, in Step 3, Participant #2 missed the deadline even with the essential information. He claimed that he would need 30 more minutes to finish the step.
- Remark ⑤: In the Website experiment (and presumably in the Fault Tree experiment), in step 5, participant #1 claims that she copied the actual solution for the essential information given.
- Remark ⑥: In the Website experiment, in step 6, participant #1 missed the deadline even with the essential information. She claims that the tool support for the Architecture model by Papyrus is not well implemented (it does not support the reference to model elements in other models).
- Remark ⑦: Participant #2 in both rounds of this experiment claimed that he finished the step before the deadline (both with the help of the essential information), but he could not get the solutions correct. This is typically due to the fact that there are somewhat confusing model elements in the Architecture metamodel by Papyrus.
- Remark ⑧: In the Website experiment, in step 7, Participant #1 could not configure the plug-in to a working order, she claimed that she would need more than 20 minutes to inspect other models to find out what went wrong.

For the results obtained using Jorvik, participant #1 was able to generate the correct Papyrus editor for the Website profile in 32 minutes. She was also able to create the correct editor for the Fault Tree profile in 15 minutes. Participant #2 needed 37 minutes and 38 minutes for the creation of a correct Papyrus editor for the Website and the Fault Tree profiles, respectively, using Jorvik.

**5.3.4 Analysis** We begin our analysis with the responses from the participants for the pre-experiment questionnaires<sup>23</sup>. Both participants in the

<sup>22</sup> Which is the forum thread where the authors obtained the correct way of creating Element Types Configurations: <https://www.eclipse.org/forums/index.php/t/1096471/>.

<sup>23</sup> Available at [https://github.com/wrwei/Jorvik/blob/master/User\\_Experiment/Pre-Experiment\\_Self\\_Assessment\\_Responses.pdf](https://github.com/wrwei/Jorvik/blob/master/User_Experiment/Pre-Experiment_Self_Assessment_Responses.pdf)

questionnaire express that they have intermediate knowledge of UML. Prior to the experiment, both have not created a UML profile in the past. Both have not experience with Papyrus, and therefore have not created UML profiles using Papyrus. We expect this would be the case as Papyrus UML profile is not the most used function of Papyrus.

We then move on to the analysis of the responses to the post-experiment questionnaires<sup>24</sup>. Both participants felt that the time assigned to the tasks were not enough for the first round of the experiment (the Website experiment). But they felt the time was enough for the second round of the experiment (the Fault Tree experiment), this is because that the participants were able to refer to their Website solution in the second round. Both participant felt it was difficult to find the documentation needed to finish the steps (we ignore the responses from round 2).

For Step 1 (UML Profile), both participants had high confidence before and after the *Essential* knowledge was provided to them. They both found the time provided to complete the task sufficient. They both found the *Essential* information helpful in completing Step 1.

For Step 2 (Element Types Configuration), both participants had low confidence before receiving the *Essential* knowledge. Both of them found the time given to complete Step 2 to be insufficient. Both of them felt completely lost before the *Essential* knowledge was provided in the first round. They claim that the rationale behind Element Types Configuration is not clear. They both felt that after receiving the *Essential* knowledge, they were still confused by the concept of Element Types Configuration.

For Step 3 (Palette Configuration), one participant had low confidence before and after receiving the *Essential* knowledge. One of them found that the time given to complete Step 3 to be insufficient. Both of them felt completely lost before the *Essential* knowledge was provided in the first round. Both of them felt the *Essential* information to be little help for the first round.

For Step 4 (Cascading Style Sheet), participants had low to moderate confidence before receiving the *Essential* knowledge. They both had moderate to high confidence after receiving the *Essential* knowledge. One of them found that the time given to complete Step 4 to be insufficient. One of them felt completely lost before receiving the *Essential* knowledge.

For Step 5 (Creation Command), participants had low to moderate confidence before receiving the *Essential* knowledge. They both had moderate to high confidence after receiving the *Essential* knowledge. One of them found that the time given to complete Step 5 to be insufficient. One of them felt completely lost before receiving the *Essential* knowledge.

For Step 6 (Architecture Model), participants had moderate confidence before receiving the *Essential* knowledge. They both had moderate to high confidence after receiving the *Essential* knowledge. One of them found that

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<sup>24</sup> Available at [https://github.com/wrwei/Jorvik/blob/master/User\\_Experiment/Post\\_Experiment\\_Self\\_Assessment\\_Responses.pdf](https://github.com/wrwei/Jorvik/blob/master/User_Experiment/Post_Experiment_Self_Assessment_Responses.pdf)



the time given to complete Step 6 to be insufficient. One of them felt completely lost before receiving the *Essential* knowledge.

For Step 6 (Palette Configuration), participants had moderate to high confidence before and after receiving the *Essential* knowledge. They both found that the time given to complete Step 6 to be sufficient. One of them felt completely lost before receiving the *Essential* knowledge.

We identify that Step 2 (Element Types Configuration), Step 3 (Palette Configuration) and Step 6 (Architecture Model) are typical obstacles for the participants in completing the whole experiments. Both participants found that it is difficult to test the models they develop, because it requires the whole solution in order to test a single model. This cannot be considered as a flaw in our experiment as it is a replicate of our experience. In addition, during the experiment, we performed reviews on participants solutions to determine if they produced the correct answer.

Comparing the Papyrus approach with Jorvik, we can conclude that using Jorvik users are able to increase the productivity by at least 10 times. We draw this conclusion based on the data presented in Table 7 (especially when participants claim that they would need additional time to finish the complete solution for some steps), and also based on the fact that both participants chose not to complete the optional Step 8 (the OCL constraints), which may take significant time, even for experienced OCL programmers.

We are also able to draw the conclusion that it is rather difficult to derive the models/artefacts needed for a working UML profile-specific editor. This is based on the experiment results that both participants got the majority of their models/artefacts wrong for the Website profile, which was the first profile and editor they worked on. Although we provided the *Essential* information, parts of which, to the best of our knowledge, are not available in Papyrus documentation, participants still could not get the models/artefacts right because of the inter-related nature of the models. For example, both participants find it difficult to comprehend the purpose of the Element Types Configuration, they actually find that it is the most challenging part of the experiment. The candidates also find it difficult to link creation tools in the Palette Configuration model to elements in the Element Types Configuration. They also find it hard to understand the rationale behind referencing to Element Types Configuration. Finally, both participants claimed that it is rather difficult to create the Architecture model, as there are concepts defined in it which purposes are not orthogonal to their experience. In addition, due to the inter-connected nature among the models/artefacts, participants find it difficult to debug their solutions, as there are many places where things may go wrong. In contrast, Jorvik provides feedback based on the validation rules applied to the annotated Ecore metamodel, which helped participants in debugging. In practice, during the Jorvik experiment, we noticed that participants made use of the feedback provided by Jorvik to debug their annotated Ecore metamodels.

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When participants worked on the Fault Tree profile, they were able to refer to their solutions to the Website profile. Therefore we observe that the correctness of the models/artefacts for the Fault Tree profile improved significantly comparing to the Website profile. This matches our experience with using the Papyrus infrastructure for the development of distributable editors for UML profiles, where we had to reverse engineer other editors available online to try to understand how to proceed. Although they may have adapted their Website solutions to their Fault Tree solution, the recorded time shows that Jorvik still performs significantly better than the manual process, especially taking the OCL constraints into consideration.

It is worth mentioning that Participant #1 is an expert user of Ecore, where Participant #2 only used Ecore occasionally. We observe the advantage of being familiar with Ecore based on Participant #1's time taken for the experiments (especially after she got familiar with the annotation rules for Jorvik). However, for both levels of expertise in Ecore, the experiment suggests that the time taken is still significantly better using Jorvik compared to the Papyrus approach.

*5.3.5 Threats to Validity* For the experiment we used participants that do not specialise in creating UML profiles and their supporting editors for Papyrus. The time taken if our participants were Papyrus experts might be lower. However, As we have spent significant time working with this feature Papyrus and with Jorvik, we have run the experiment ourselves for both the profiles and we monitored the same time benefits (about 10 times faster using Jorvik).

In the Papyrus experiment, we take a waterfall approach. We derived the eight steps in the Papyrus experiment based on our own experience, each step depends on previous steps. For example, Step 2 (Element Types Configuration Model) depends on the whole solution of Step 1 (the UML profile), Step 3 (Palette Configuration Model) depends on Step 2. There is one exception that Step 5 (Creation Command) depends on Step 7 (Plug-in Configuration) as the Creation Command Java class relies on the definition of URI mappings, required in the plug-in. However, this does not affect the experiment results, as when participants work on Step 7, we notify them that they need to also alter their solution in Step 5.

The participants require the whole solution of the editor in order to test the correctness of the models/artefacts produced in each Step. To mitigate this thread, we perform manual review of the models/artefacts to inspect their correctness.

## 6 Related Work

### 6.1 UML Profiles

Building on the powerful concepts and semantics of UML, and its wide adoption in modelling artefacts of object oriented software and systems, UML

profiles enable the development of DSLs by extending (and constraining) elements from the UML metamodel [11]. More specifically, UML profiles make use of extension mechanisms (e.g., stereotypes, tagged definitions and constraints) through which engineers can specialise generic UML elements and define DSLs that conform to the concepts and nature of specific application domains [36]. Compared to creating a tailor-made DSL by defining its metamodel and developing supporting tools from scratch, the use of UML profiles introduces several benefits including lightweight language extension, dynamic model extension, model-based representation, preservation of metamodel state and employment of already available UML-based tools [29]. Driven by these benefits, several UML profiles have been standardised by the OMG including MARTE [15] and SysML [10] which are now included in most widely used UML tools (e.g., Papyrus [30]).

The flexibility and open-ended boundaries of UML profiles facilitated the development of profiles in applications as diverse as performance analysis [43] and Quality-of-Service investigation [6] in component-based systems, as well as context modelling in mobile distributed systems [37], Web applications [32] and smart homecare services [40]. In safety-critical application domains such as railway, avionics and network infrastructures, developed UML profiles support the specification and examination of security patterns [4, 34], analysis of intrusion detection scenarios [20], and modelling and verification of safety-critical software [3, 45],

Other researchers have designed UML profiles for the specification [7, 31] and visualisation of design patterns [8]. Also, [38] proposes a methodology for formalising the semantics of UML profiles based on fUML [18], a subset of UML limited to composite structures, classes and activities with a precise execution semantics. For an analysis of qualitative characteristics of several UML profiles and a discussion of adopted practices for UML profiling definition, see [33]. Likewise, interested readers can find a comprehensive review on execution of UML and UML profiles in [5].

Irrespective of the way these UML profiles were developed, either following ad-hoc processes or based on guidelines for designing well-structured UML profiles [11, 36], they required substantial designer effort. Also, the learning curve for new designers interested in exploring whether UML profiles suit their business needs is steep. In contrast, Jorvik automates the process of generating UML profiles using a single annotated Ecore metamodel and reduces significantly the developer's effort for specifying, designing and validating UML Papyrus profiles (cf. Section 5).

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## 6.2 Automatic Generation of UML Profiles

Relevant to Jorvik is research introducing methodologies for the automatic generation of UML profiles from an Ecore-based metamodel [27]. The work in [28] proposes a partially automated approach for generating UML profiles using a set of specific design patterns. However, this approach requires

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the manual definition of an initial UML profile skeleton, which is typically a tedious and error-prone task [42]. The methodology introduced in [13, 14] facilitates the derivation of a UML profile using a simpler as input. The methodology requires the manual definition of an intermediate metamodel that captures the abstract syntax to be integrated into a UML profile, and automates the comparison of this intermediate metamodel against the UML metamodel to automatically identify a set of required UML extensions, as well as the transformation of the intermediate metamodel into a corresponding functioning UML profile. Similarly, [27] introduces an approach for the automatic derivation of a UML profile and a corresponding set of OCL expressions for stereotype attributes using annotated MOF-based metamodels. Another relevant research work is JUMP [2] that support the automatic generate profiles from annotated Java libraries [2]. Despite the potential of these approaches, they usually involve non-trivial human-driven tasks, e.g., a UML profile skeleton [28] or an intermediate metamodel [13, 14], or have limited capabilities (e.g., support of UML profile derivation with generation of OCL constraints [27]). In contrast, Jorvik builds on top of standard Ecore metamodels that form the building blocks of MDE [16]. Furthermore, Jorvik facilitates the development of a fully-fledged UML profile and a distributable Papyrus graphical editor including the generation of OCL constraints and the definition of optional polishing transformations (cf. Section 4.11).

### 6.3 From Ecore to UML profiles and back

Jorvik also subsumes research that focuses on bridging the gap between MOF-based metamodels (e.g., Ecore) and UML profiles. In [1], the authors propose a methodology that consumes a UML profile and its corresponding Ecore metamodel, and uses M2M transformation and model weaving to transform UML models to Ecore models, and vice versa. The methodology proposed in [42] simplifies the specification of mappings between a profile and its corresponding Ecore metamodel using a dedicated bridging language. Through an automatic generation process that consumes these mappings, the technique produces UML profiles and suitable model transformations. Along the same path, the approach in [12] employs an integration metamodel to facilitate the interchange of modelling information between Ecore-based models and UML models. Compared to this research, Jorvik automatically generates UML profiles (like [42] and [12]), but requires only a single annotated Ecore metamodel and does not need any mediator languages [42] or integration metamodels [12]. Also, the transformation of models from UML profiles to Ecore is only a small part of our generic approach (Section 4.10) that generates not only a fully-fledged UML profile but also a distributable custom graphical editor as an Eclipse plugin.

## 7 Conclusions and Future Work

In this paper we presented an approach towards automatic generation of UML profiles and supporting distributable Papyrus editors from annotated Ecore metamodels. Our approach automatically generates the appropriate UML profile and all the needed artefacts for a fully functional Papyrus editor for the profile. In addition, it allows users to override/complement the built-in transformations to further polish the generated editor.

In the current version, although users are able to create compartments using an already existing compartment relationships in UML (e.g., Package-Class, Class-Property, etc.) the visual result is not appealing. More specifically, the compartment where containing elements are placed is distinct and lies above the compartment that hosts the shape. As a result the contained elements are drawn above the custom shape and not inside it. In the future, we plan to better support compartments by overriding the way in which these are displayed in Papyrus. In addition, in the current version we only support the automatic generation of OCL constraints for connectors for the *Association* base element. In the future work, we will try to support other connector types, such as Dependency and Composition.

Currently, our approach is a one way transformation from annotated Ecore metamodels to UML profiles and their editors. In the future work, we plan to support the generation of editors based on a UML profile. In this way, Papyrus users can migrate their editors defined in pre-Papyrus 3.0 versions to Papyrus 3.0+ versions.

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## A Annotations and Parameters

The following are all the currently supported parameters for the annotations.

### A.1 @Diagram

- name: The name of the created diagrams as it appears on the diagram creation menus of Papyrus. [required]
- icon: The icon that will appear next to the name on the diagram creation menus of Papyrus. [optional]

Thanos  
We did in this work. IMPORTANT: did Horacio write in the paper about this? We need to write because we list this as a contribution of this paper.

### A.2 @Node

- base: The name of the UML meta-element that this stereotype should extend. [required]
- shape: The shape that should be used to represent the node on the diagram. [required]
- icon: The icon that will appear next to the name of the stereotype in the custom palette. [optional]
- bold: The label should be in bold font [optional - false by default]
- fontHeight: The font size of the label [optional - Papyrus default value if not provided]

### A.3 @Edge

- base: The name of the UML meta-element that this stereotype should extend. [required]
- icon: The icon that will appear next to the name of the stereotype in the custom palette. [optional]
- source (*for EClasses only*): The name of the EReference of the EClass that denotes the type of the source node for the edge. [required]
- target (*for EClasses only*): The name of the EReference of the EClass that denotes the type of the target node for the edge. [required]
- lineStyle: The style of the line (possible values: solid, dashed, dotted, hidden, double). [optional]
- bold: The label should be in bold font [optional - false by default]
- fontHeight: The font size of the label [optional - Papyrus default value if not provided]

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