

Softwaretechnik Model Driven Architecture Meta Modeling

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Metamodeling

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Metamodeling

Uses

- ▶ Construction of DSLs
- ▶ Validation of Models
(checking against metamodel)
- ▶ Model-to-model transformation
(defined in terms of the metamodels)
- ▶ Model-to-code transformation
- ▶ Tool integration

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Metamodeling

Intro

- ▶ What?
 - ▶ meta = above
 - ▶ Define an ontology of concepts for a domain.
 - ▶ Define the **vocabulary** and **grammatical rules** of a modeling language.
 - ▶ Define a domain specific language (DSL).
- ▶ Why?
 - ▶ Concise means of specifying the set models for a domain.
 - ▶ Precise definition of modeling language.
- ▶ How?
 - ▶ Grammars and attributions for textbased languages.
 - ▶ Metamodeling generalizes to arbitrary languages (e.g., graphical)

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Metamodeling Excursion: Classifiers and Instances

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Excursion: Classifiers and Instances

- ▶ Classifier diagrams may also contain instances
- ▶ Instance description may include
 - ▶ name (optional)
 - ▶ classification by zero or more classifiers
 - ▶ kind of instance
 - ▶ instance of class: object
 - ▶ instance of association: link
 - ▶ etc
 - ▶ optional specification of values

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Excursion: Notation for Instances

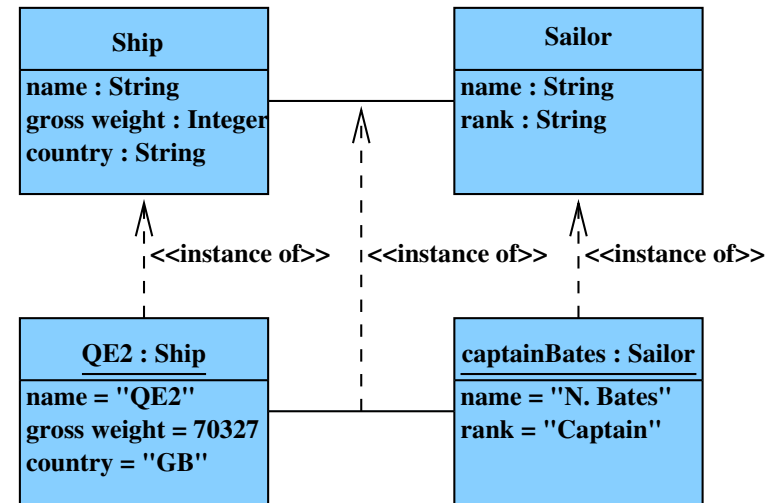
- ▶ Instances use the same notation as classifier
 - ▶ Box to indicate the instance
 - ▶ Name compartment contains
 - name: classifier, classifier...*
 - name: classifier*
 - : classifier* anonymous instance
 - :* unclassified, anonymous instance
 - ▶ Attribute in the classifier may give rise to like-named **slot** with optional value
 - ▶ Association with the classifier may give rise to **link** to other association end
 - direction must coincide with navigability

Terminology/Syntax

well-formedness rules

- ▶ abstract syntax
 - just structure, how are the language concepts composed
- ▶ concrete syntax
 - defines specific notation
- ▶ typical use:
 - parser maps concrete syntax to abstract syntax

Excursion: Notation for Instances (Graphical)



Terms/Abstract Syntax

Example: Arithmetic expressions

- ▶ abstract syntax

```
data Expr = Const String
```

```
         | Var String
```

```
         | Binop Op Expr Expr
```

```
data Op   = Add | Sub | Mul | Div
```

```
Binop Mul (Const "2")
```

```
         (Binop Add (Var "x") (Const "3"))
```

- ▶ concrete syntax

$$E ::= c \mid x \mid E B E \mid (E)$$

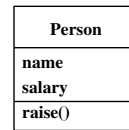
$$B ::= + \mid - \mid * \mid /$$

$$2 * (x + 3)$$

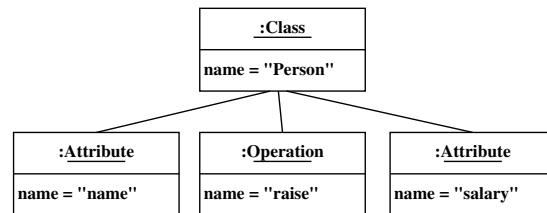
Terms/Abstract Syntax

Example: UML class diagram

- ▶ concrete syntax



- ▶ abstract syntax



Terms/Static Semantics

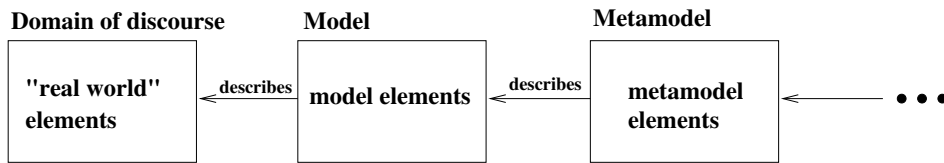
- ▶ Static semantics defines well-formedness rules beyond the syntax
- ▶ Examples
 - ▶ "Variables have to be defined before use"
 - ▶ Type system of a programming language
"hello" * 4 is syntactically correct Java, but rejected
- ▶ UML: static semantics via OCL expressions
- ▶ Use: detection of modeling/transformation errors

Terms/Domain Specific Language (DSL)

- ▶ Purpose: formal expression of key aspects of a domain
- ▶ Metamodel of DSL defines abstract syntax and static semantics
- ▶ Additionally:
 - ▶ concrete syntax (close to domain)
 - ▶ dynamic semantics
 - ▶ for understanding
 - ▶ for automatic tools
- ▶ Different degrees of complexity possible
configuration options with validity check
graphical DSL with domain specific editor

Model and Metamodel

Model and Metamodel

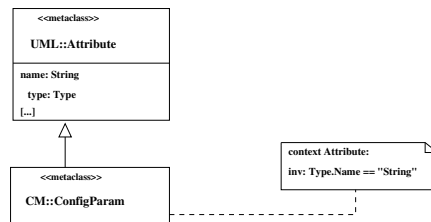


- ▶ Insight: **Every model is an instance of a metamodel.**
- ▶ Essential: *instance-of* relationship
- ▶ Every element must have a classifying metaelement which
 - ▶ contains the metadata and
 - ▶ is accessible from the element
- ▶ Relation Model:Metamodel is like Object:Class
- ▶ Definition of Metamodel by Meta-metamodel
- ▶ ⇒ infinite tower of metamodels
- ▶ ⇒ “meta” relation always relative to a model

Metamodeling a la OMG

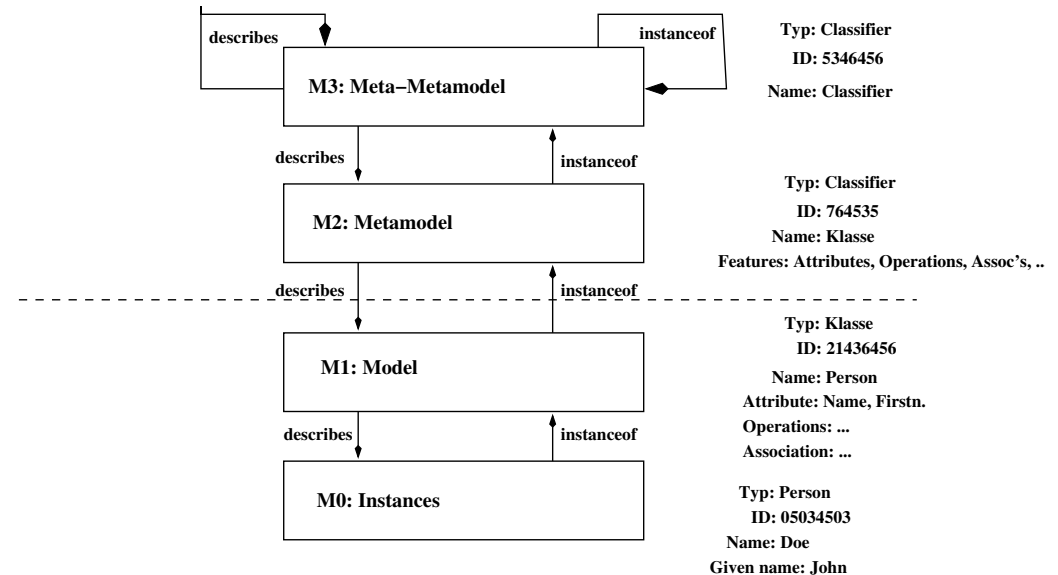
- ▶ OMG defines a standard (MOF) for metamodeling
- ▶ MOF (Meta Object Facilities) used for defining UML
- ▶ Confusion alert:
 - ▶ MOF and UML share syntax (classifier and instance diagrams)
 - ▶ MOF shares names of modeling elements with UML (e.g., Class)
- ▶ Approach
 - ▶ Restrict infinite number of metalevels to **four**
 - ▶ Last level is deemed “self-describing”

Metamodeling and OCL



- ▶ OCL constraints are independent of the modeling language and the metalevel
- ▶ OCL on layer $Mn + 1$ restricts instances on layer Mn

OMG's Four Metalevels



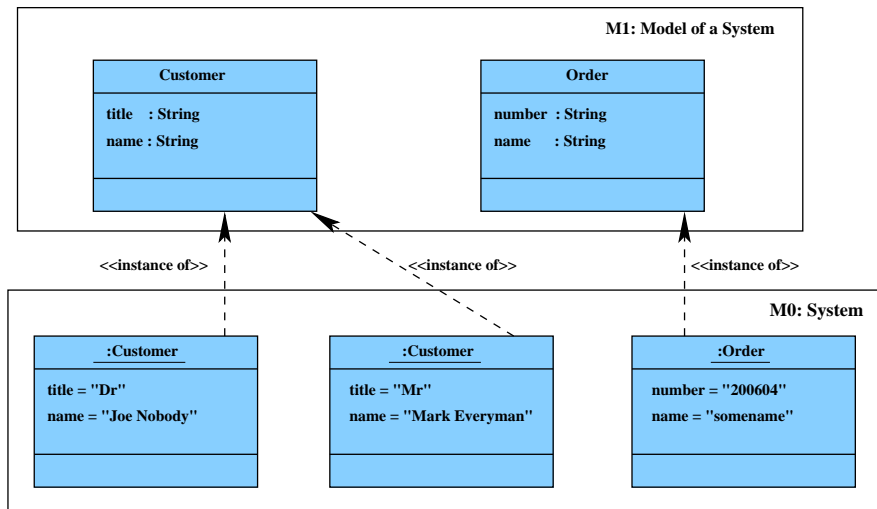
Layer M0: Instances

- ▶ Level of the running system
- ▶ Contains actual objects, e.g., customers, seminars, bank accounts, with filled slots for attributes etc
- ▶ Example: object diagram

Layer M1: Model

- ▶ Level of system models
- ▶ Example:
 - ▶ UML model of a software system
 - ▶ Class diagram contains modeling elements: classes, attributes, operations, associations, generalizations, ...
- ▶ Elements of M1 categorize elements at layer M0
- ▶ Each element of M0 is an instance of M1 element
- ▶ No other instances are allowed at layer M0

Relation between M0 and M1

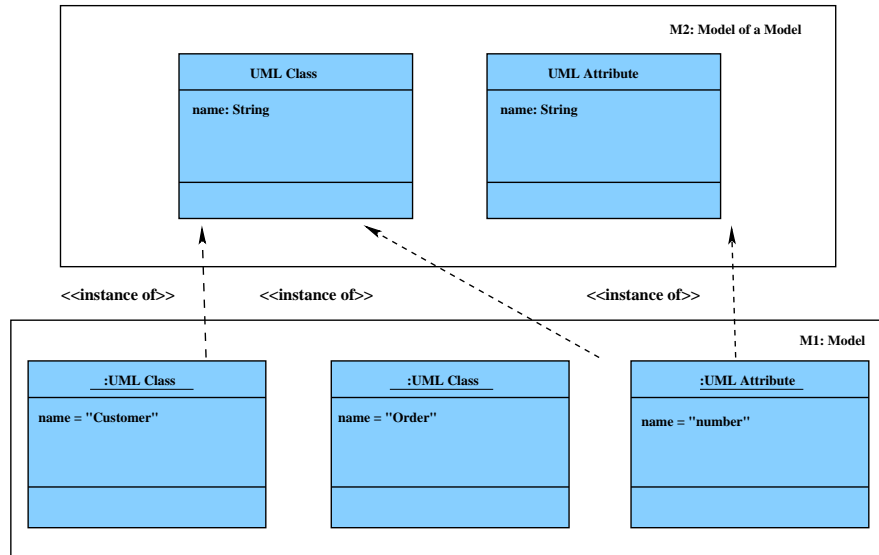


Layer M2: Metamodel

"Model of Model"

- ▶ Level of modeling element definition
- ▶ Concepts of M2 categorize instances at layer M1
- ▶ Elements of M2 model **categorize** M1 elements: classes, attributes, operations, associations, generalizations, ...
- ▶ Examples
 - ▶ Each class in M1 is an instance of some class-describing element in layer M2 (in this case, a *Metaclass*)
 - ▶ Each association in M1 is an instance of some association-describing element in layer M2 (a *Metaassociation*)
 - ▶ and so on

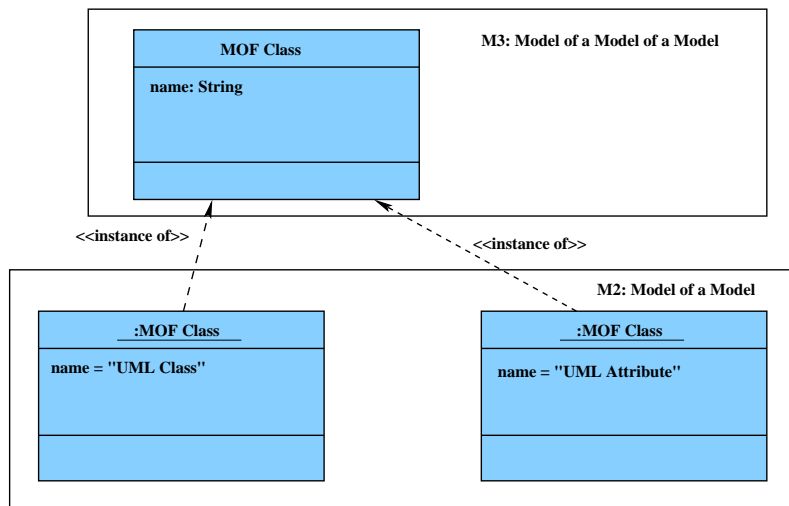
Relation between M1 and M2



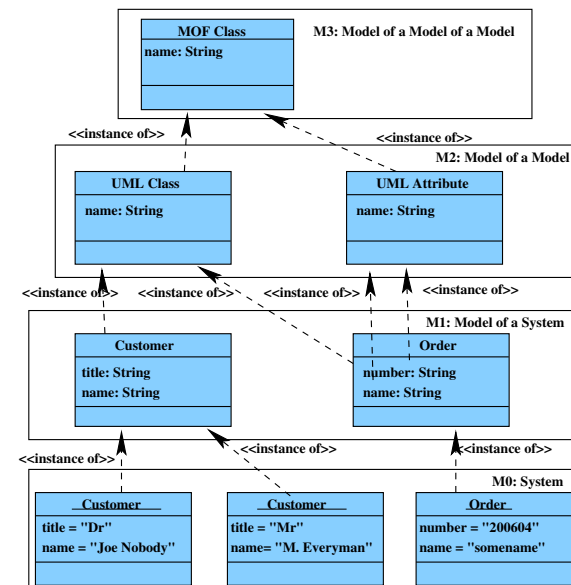
Layer M3: Meta-Metamodel

- ▶ Level for defining the definition of modeling elements
- ▶ Elements of M3 model **categorize** M2 elements: Metaclass, Metaassociation, Metaattribute, etc
- ▶ Typical element of M3 model: MOF class
- ▶ Examples
 - ▶ The metaclasses Class, Association, Attribute, etc are all instances of MOF class
- ▶ M3 layer is self-describing

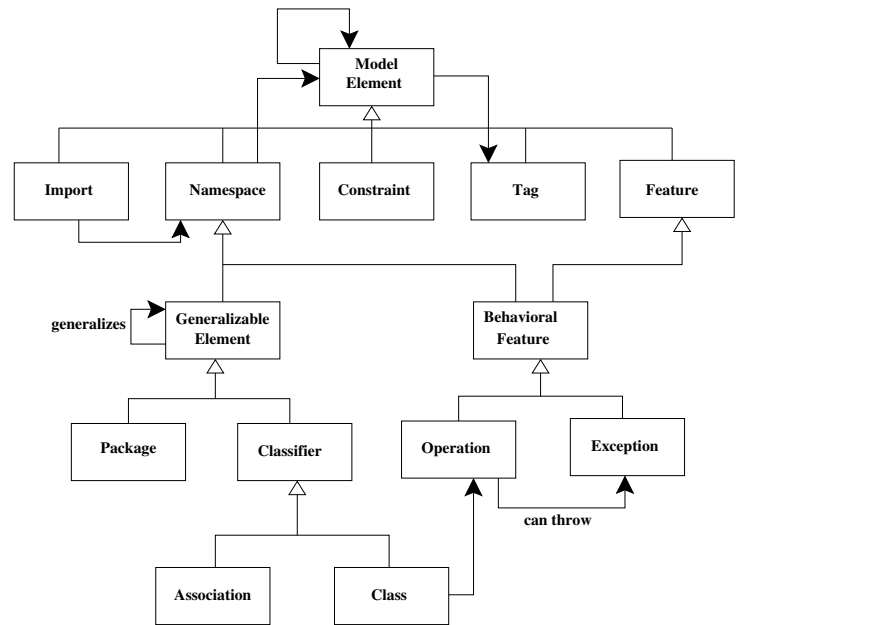
Relation between M2 and M3



Overview of Layers



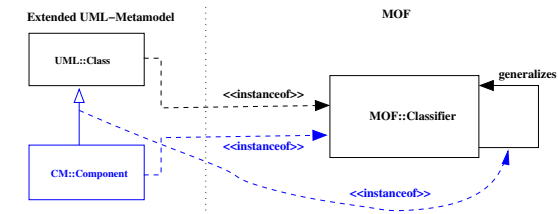
Excerpt from MOF/UML

Extending UML
Designing a DSL

Designing a DSL

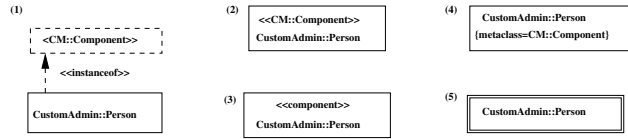
- ▶ Definition of a new M2 language from scratch too involved
- ▶ Typical approach: Extension of UML
- ▶ Extension Mechanisms
 - ▶ Extension of the UML 2 metamodel applicable to all MOF-defined metamodels
 - ▶ Extension using stereotypes (the UML 1.x way)
 - ▶ Extension using profiles (the UML 2 way)

Extending the UML Metamodel



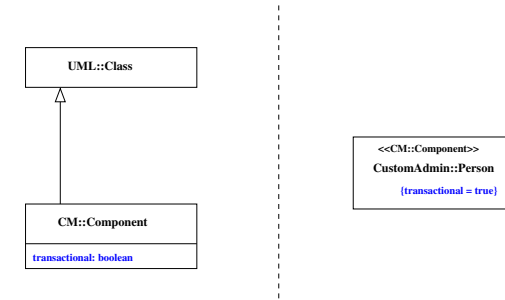
- ▶ MOF sanctions the derivation of a new metaclass **CM::Component** from **UML::Class**
- ▶ **CM::Component** is an instance of **MOF::Classifier**
- ▶ the generalization is an instance of MOF's **generalizes** association

Extending the UML Metamodel/Concrete Syntax



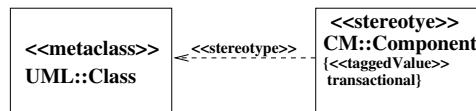
1. Explicit instance of metaclass
2. Name of metaclass as stereotype
3. Convention
4. Tagged value with metaclass
5. Own graphical representation (if supported)

Adding to a Class



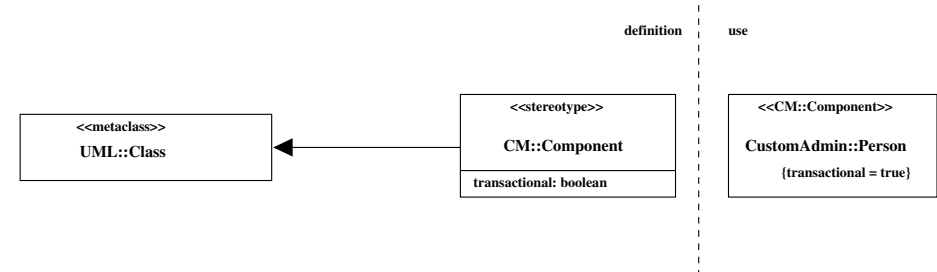
- ▶ “just” inheriting from **UML::Class** leads to an identical copy
- ▶ Adding an attribute to the **CM::Component** metaclass leads to
 - ▶ an attribute value slot in each instance
 - ▶ notation: tagged value (typed in UML 2)

Extension Using Stereotypes (UML 1.x)



- ▶ Simple specialization mechanism of UML
- ▶ No recourse to MOF required
- ▶ Tagged Values untyped
- ▶ No new metaassociations possible

Extending Using Profiles (UML 2)



- ▶ Extension of the stereotype mechanism
- ▶ Requires “Extension arrow” as a **new UML language construct** (generalization with filled arrowhead)
- ▶ Not: generalization, implementation, stereotyped dependency, association, ...
- ▶ Attributes ⇒ typed tagged values
- ▶ Multiple stereotypes possible

