



Model Driven Engineering

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# Abstraction and modelling

Abstraction definition [Delaunay-EncUniv] :

- Simplification: simplifying the reality considered too complex (apprehending in a unitary way and leading to a law)
- Generalization: generalize to conceptualize
- By selection: operation preparatory to classification
- Schematics: for modelling and its formalization for analysis

System and Software Modelling

- Our Models are really a system abstraction generally based on Generalization, Selection and Schematics
- Many definitions of Model in the literature MDE [.....]

A Model: Set of abstractions semantically defined and relative to a selected intention

## Used of Models

- Many needs to satisfy:
  - Static and dynamic description
  - Present and understand
  - Specification, Design...,
  - Analysis
- Many Intentions associated to the models
- Many concerns to take into account for each intention

## Generalisation, a Model for:

- Descriptive et Prescriptive [Sei03]
- Explanatory & Constructive [At11,Ku16]

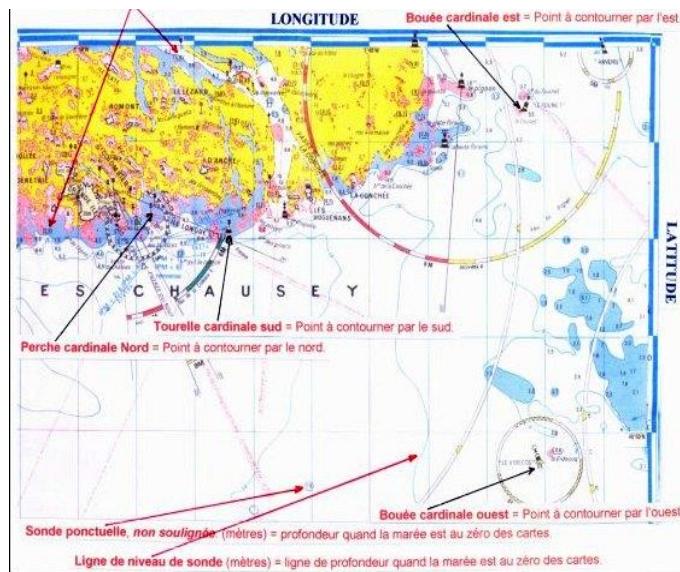
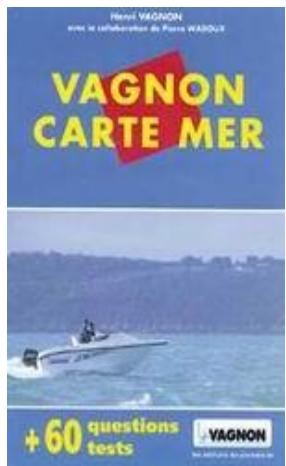
A model for its ontological or prescriptive virtues

# Model definition and metamodel

Providing an abstract definition of modeling languages

- Reflexive approach applying to the modeling language definition
- A model as a model definition = a Metamodel is a model of the model language features (concepts, concept properties, relationships)
  - Easy to understand
  - Tool implementation independent
- a Metamodel is a model of the model language features
  - Including concepts, concept properties, relationships and constraints

## Model and meta-model : sea maps.



## Model and meta-model :

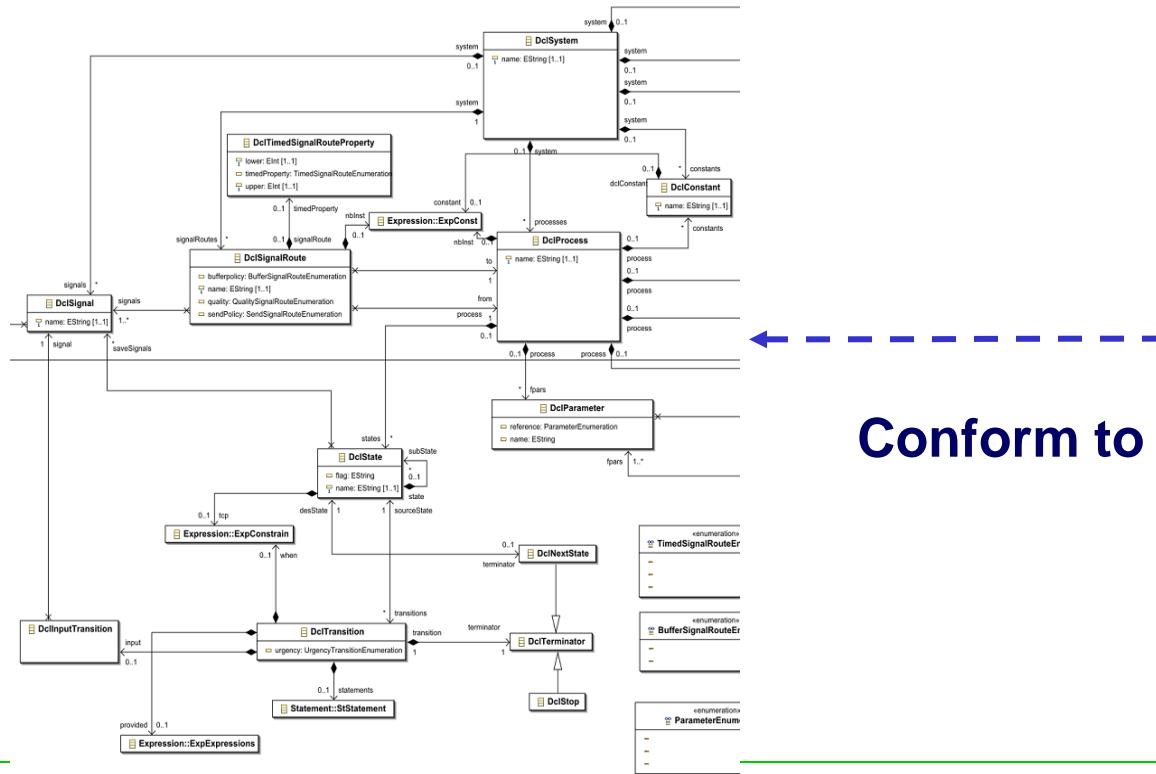
- Model represents the real world with a particular intention.
- Meta-model gives the definition of the modelling language. It's a model too.



## Meta-Model :

a model described with a diagram of classes.

- Examples : definition of the modelling language IF for verification. (ENSTA Bretagne)



Conform to

```

process transmitter(1);
var t clock;
var b boolean;
var c boolean;
var m data;

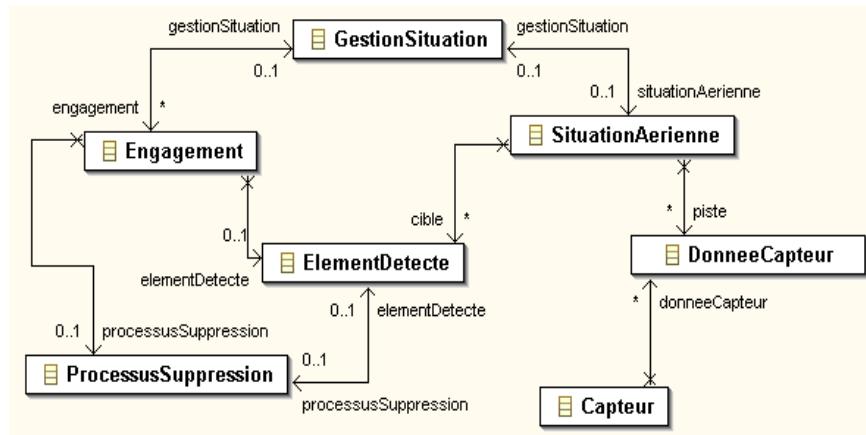
state start #start ;
task b := false;
nextstate idle;
endstate;
state idle;
input put(m);
output sdt(m, b) via {tr}0;
set t := 0;
nextstate busy;
endstate;
state busy;
input ack(c);

```

## Meta-Model :

**Meta-Model : Abstract model of a domain model**

- Example : DSL for anti-air defence systems.



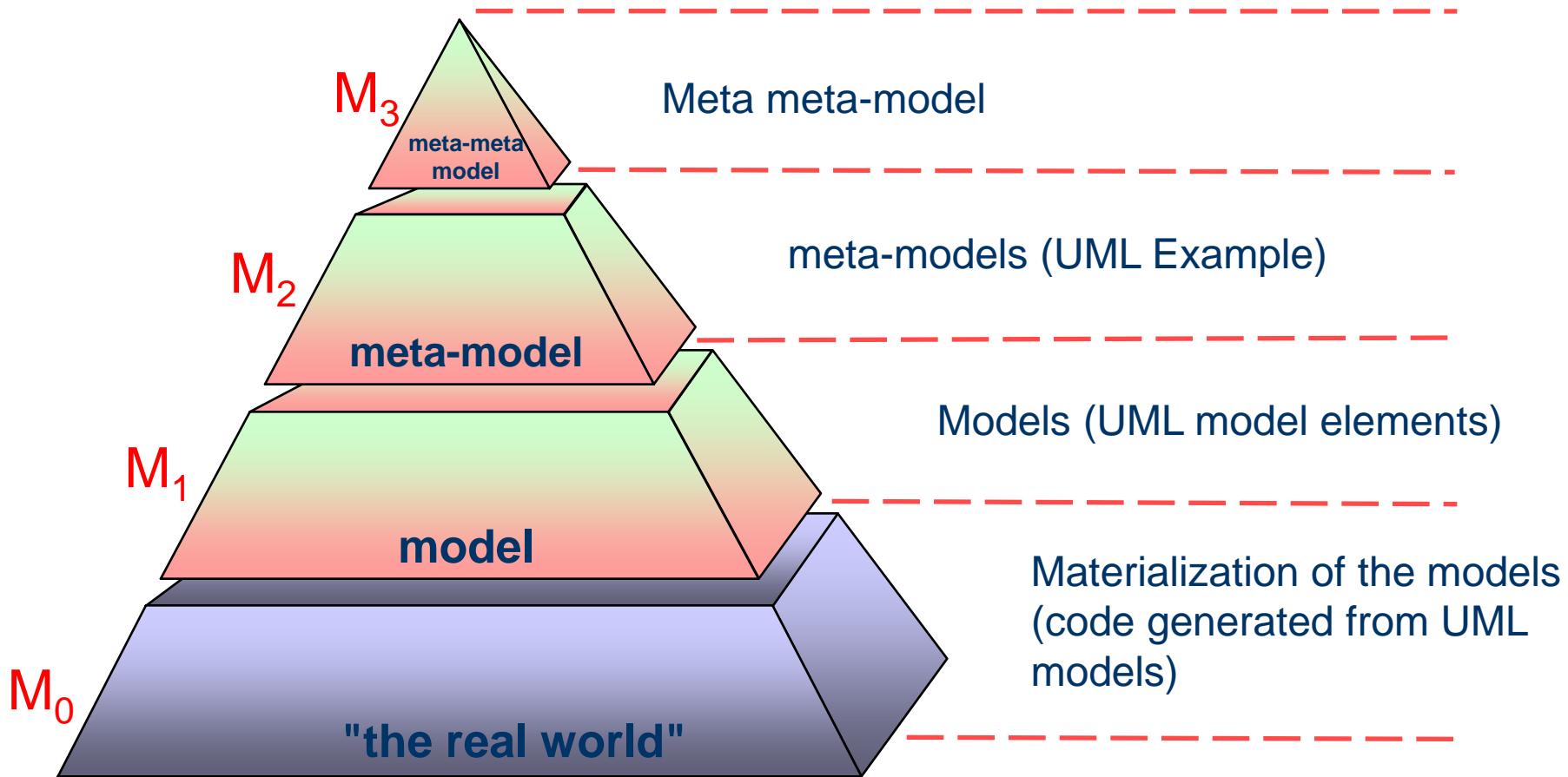
**Meta-Model**

**Conform to**



## Definition

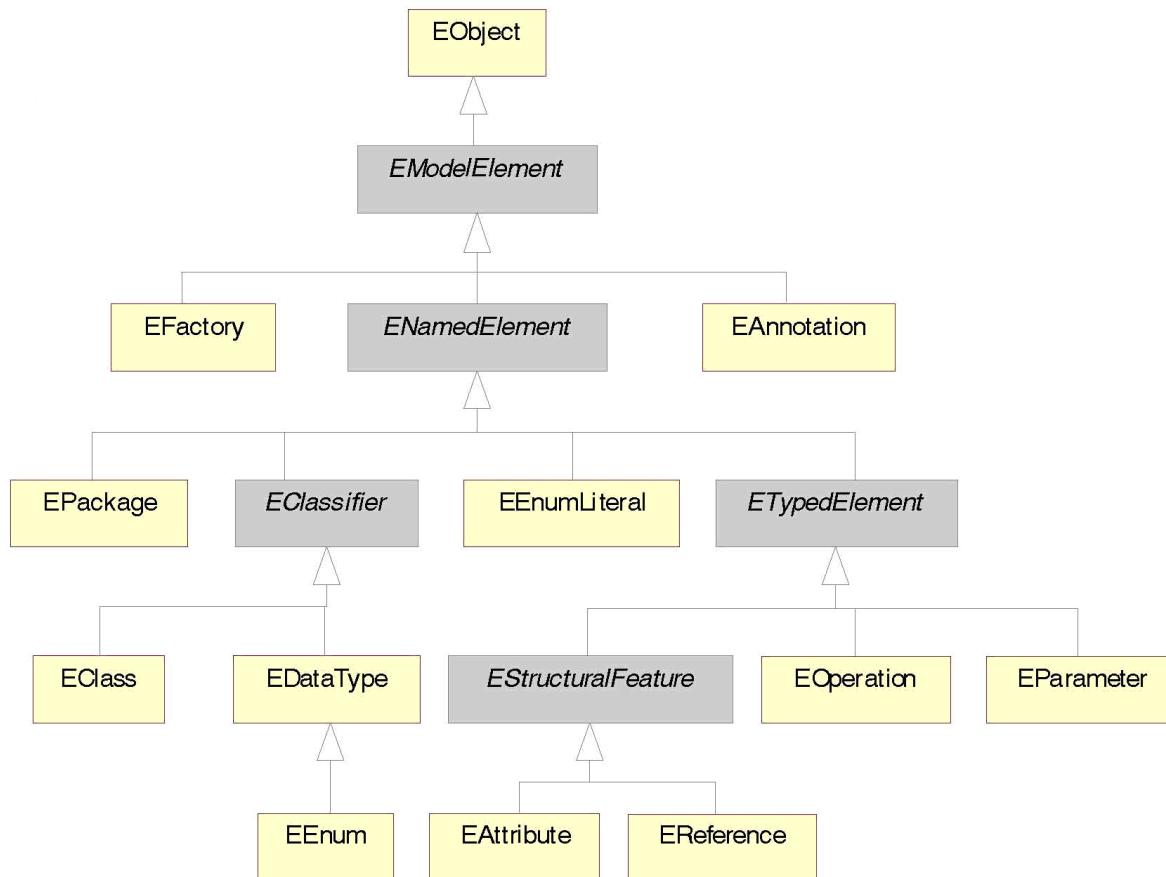
- Metamodel = class model of concepts
  - Semantics of the language domain = Concept identification
  - Structural definition.
  - Concept properties:
    - Attributes to qualify the concepts
    - Operation to specify the concept behavior
  - Relationships between concepts
    - Role identification (role naming)
    - Composition or simple association
    - Cardinality
    - Generalization
  - Constraints on the previous structure description
    - Used of OCL, for example



MM description with a dedicated metamodel (meta-metamodel).

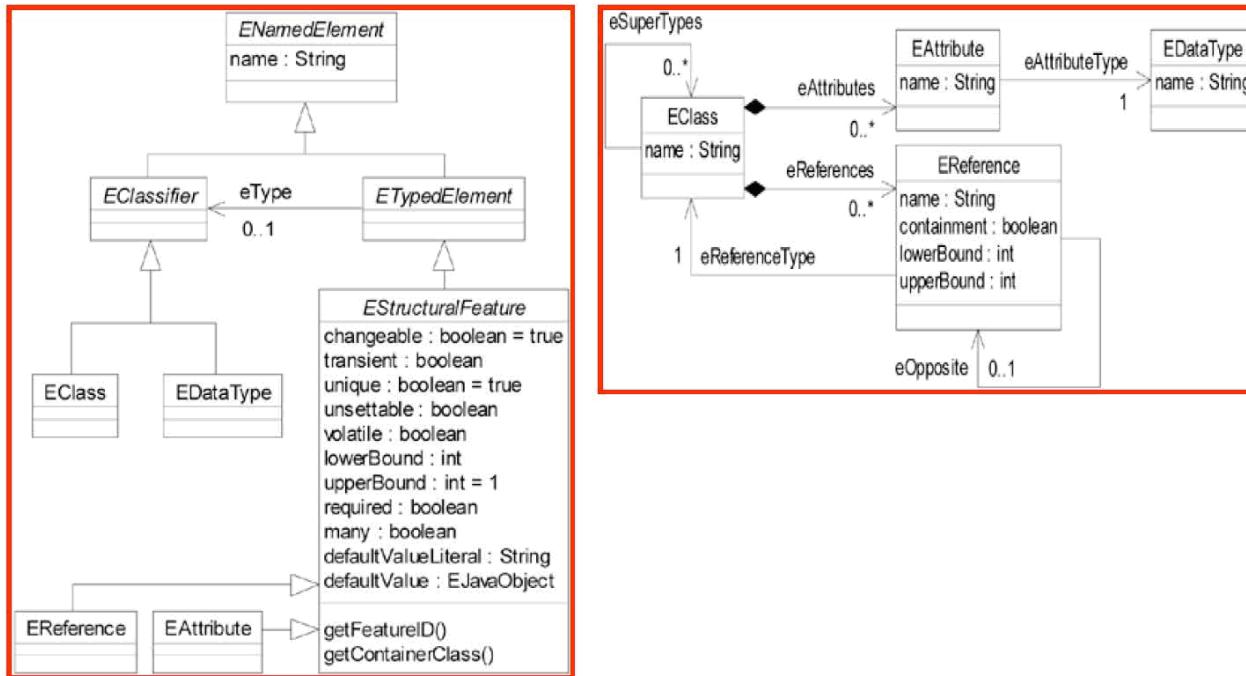
- Example of Ecore model.

- Meta meta-model oin EClipse framework (EMF Eclipse Modeling Framework)
- Ecore becomes a standard....



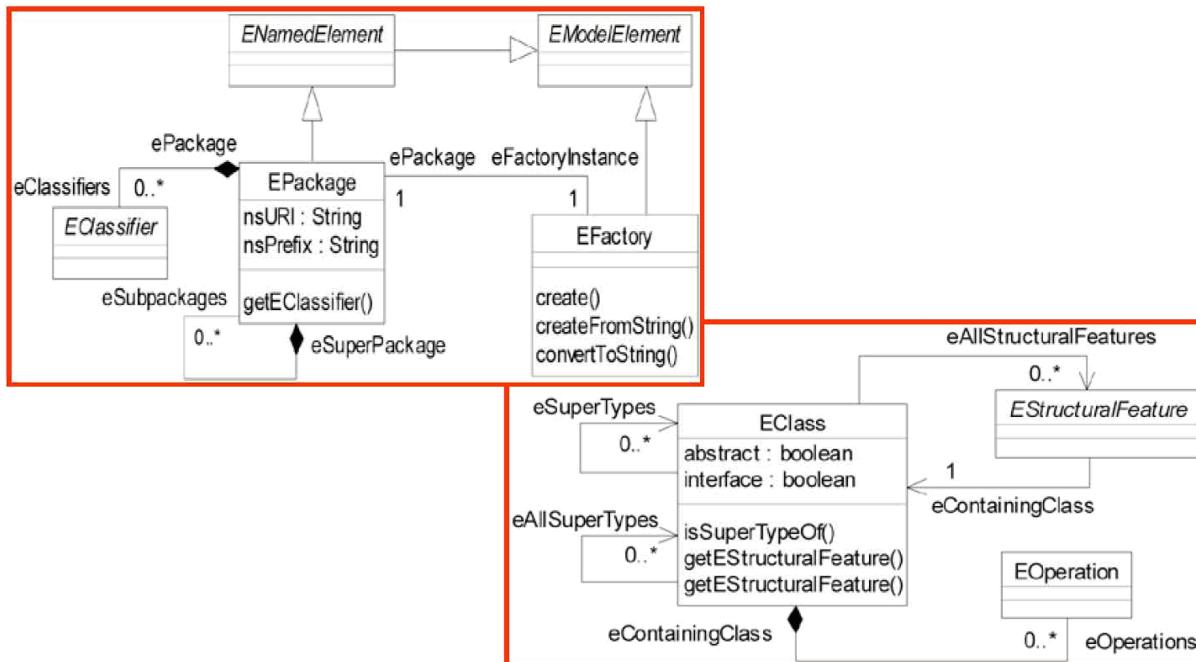
MM description with a dedicated metamodel (meta-metamodel).

- Example of Ecore.



MM description with a dedicated metamodel (meta-metamodel).

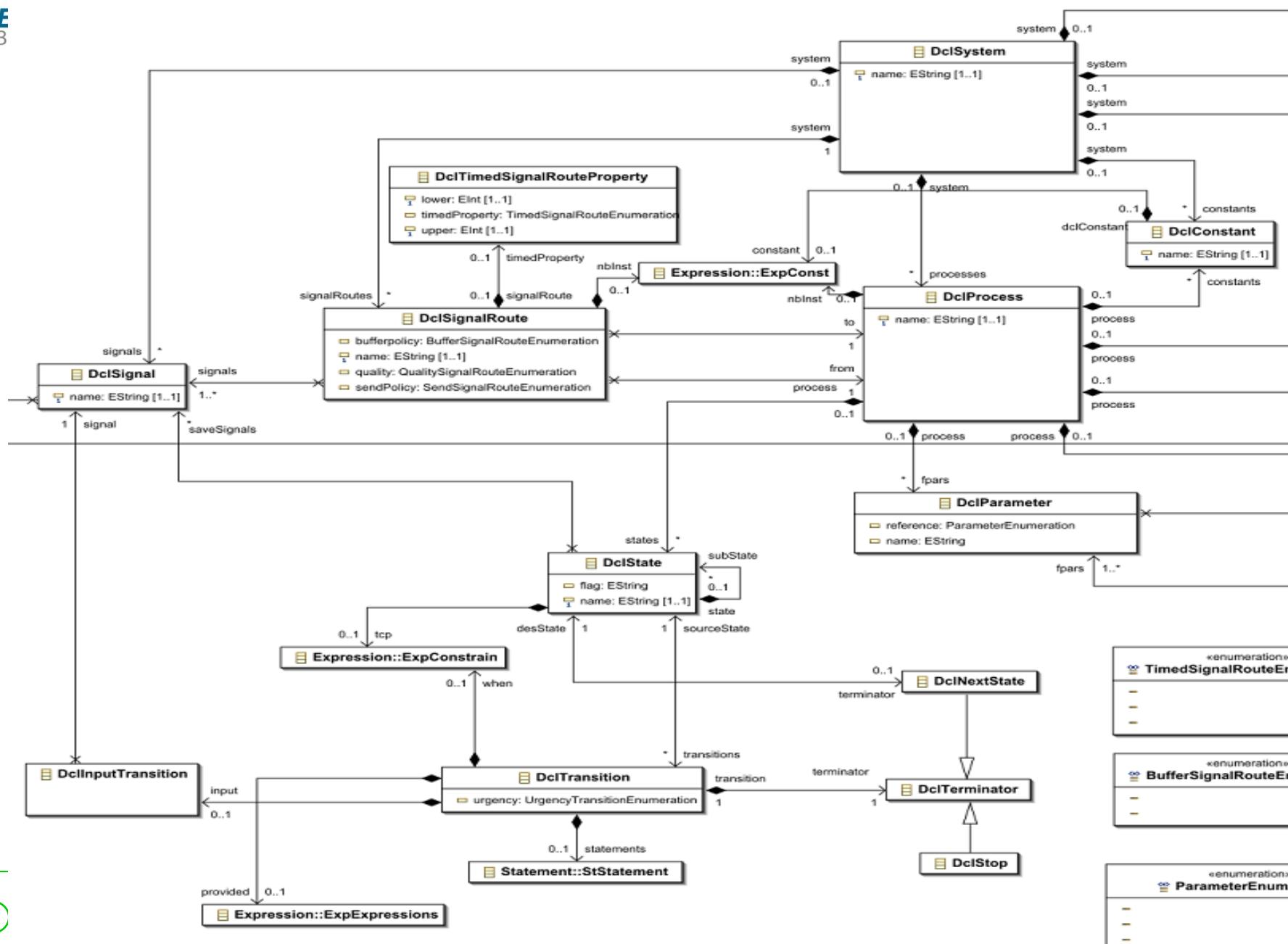
- Example of Ecore.





# Metamodel definition

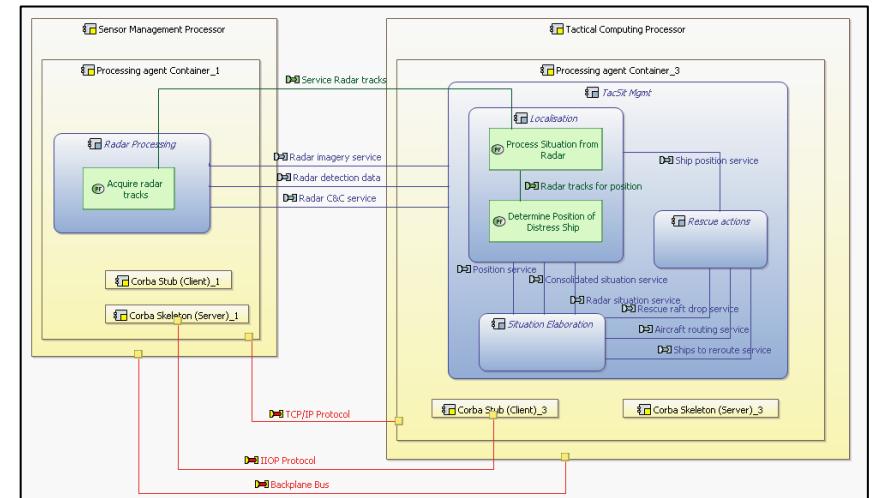
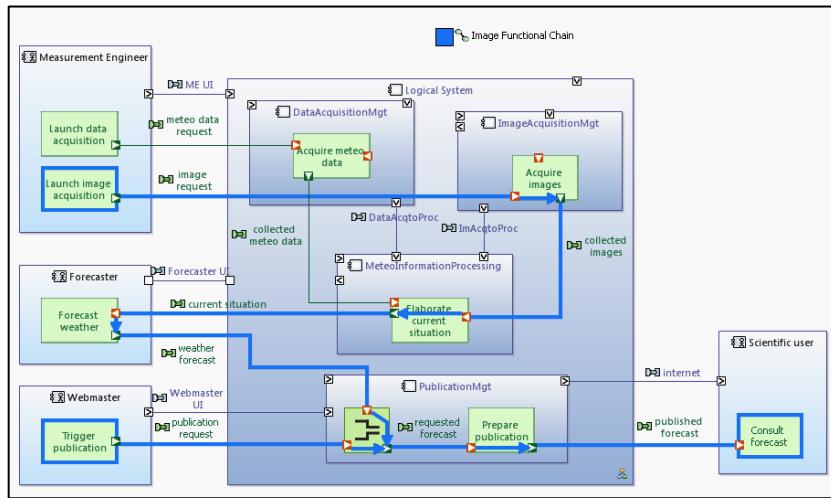
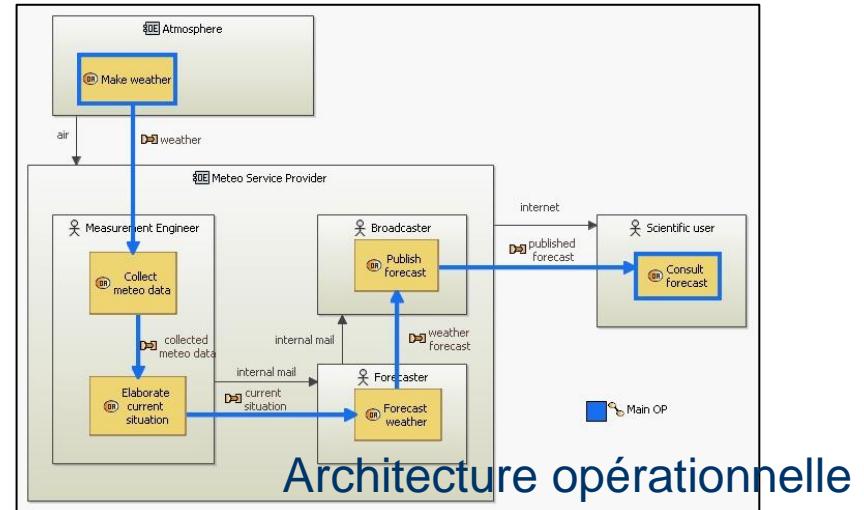
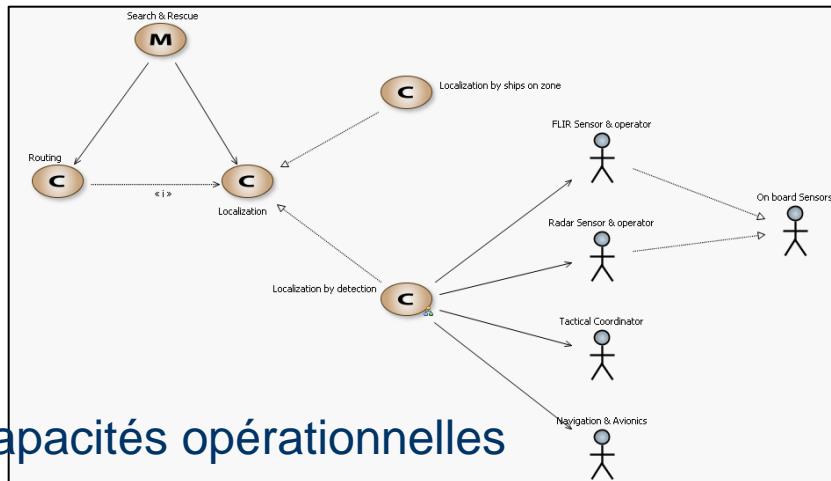
E  
B



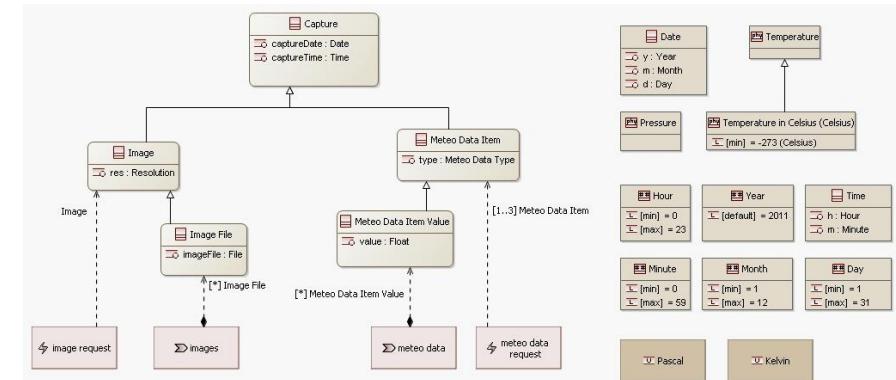
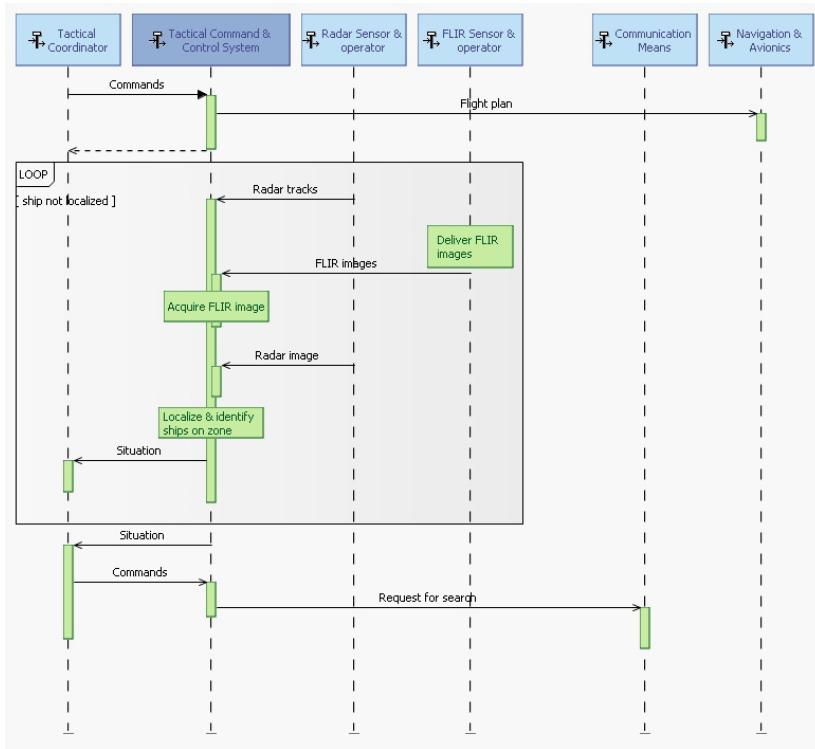
## Some examples

- System level
  - General purpose : SysML (UV5.8)
  - Domain specific : Capella (Thales, UV5.8), NAF (Nato Architecture Framework, DGA)

# From Thales to Open source approach



# From Thales to Open source approach



Scénario fonctionnel

Modèle de données : Diag de classe

## Some examples

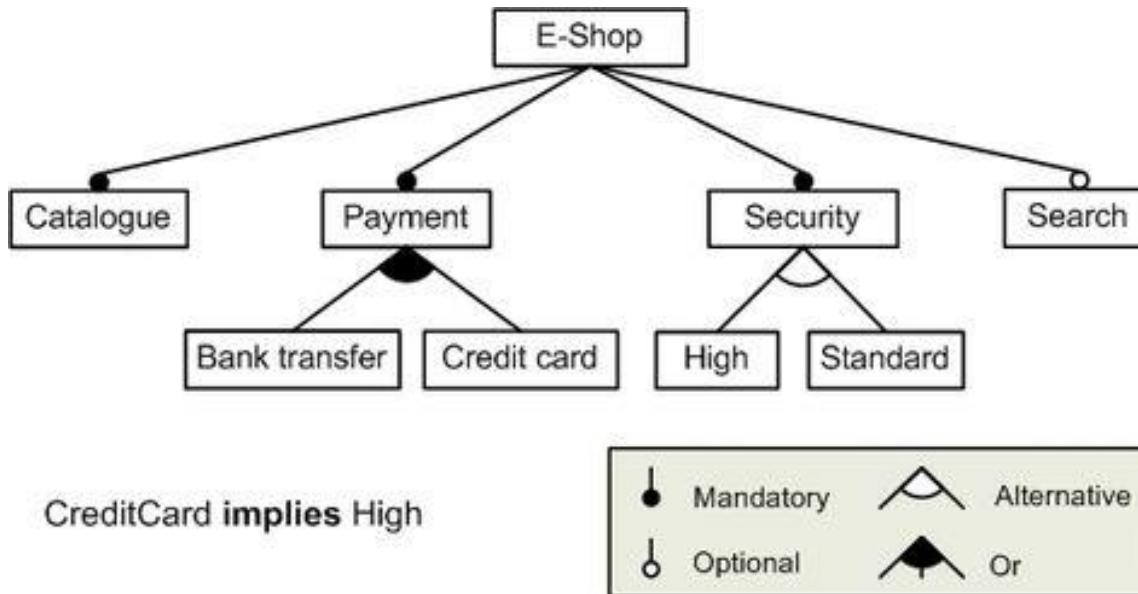
- System level
  - General purpose : SysML (UV5.8)
  - Domain specific : Capella (Thales, UV5.8), NAF (Nato Architecture Framework, DGA)
  
- Domain specific modeling
  - Entreprise Architecture : Zachman framework (IT), etc...
  - Design modeling : AADL (component modeling), UML, etc...
  - Software modeling : UML, Merise
  - (Software) Product Line : Feature modeling
  - DSL general Approach : Sirius (Eclipse foundation - Obeo )

And TOGAF, etc...

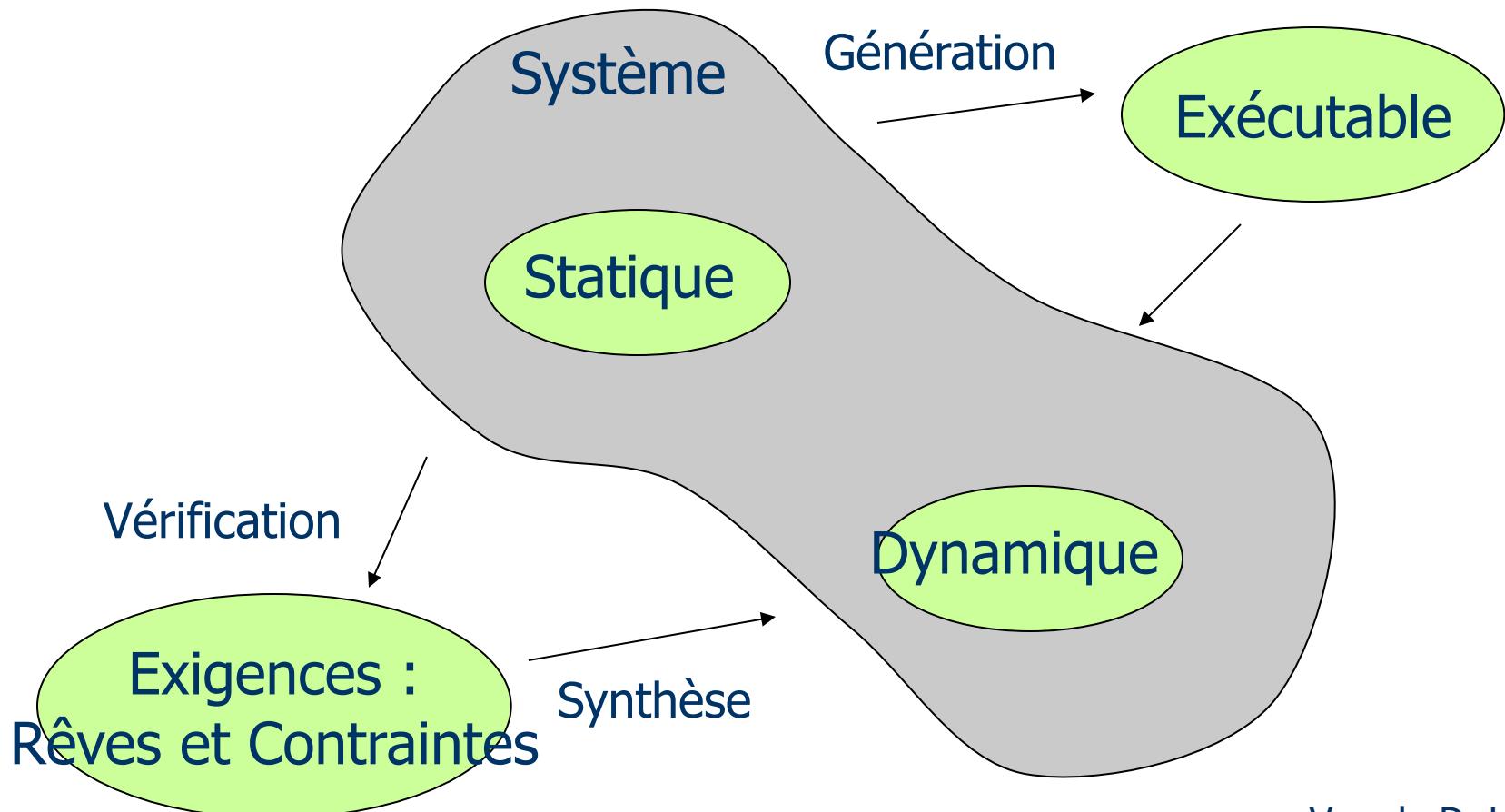
## The Zachman Framework for Enterprise Architecture™ *The Enterprise Ontology™*



## From system to software components

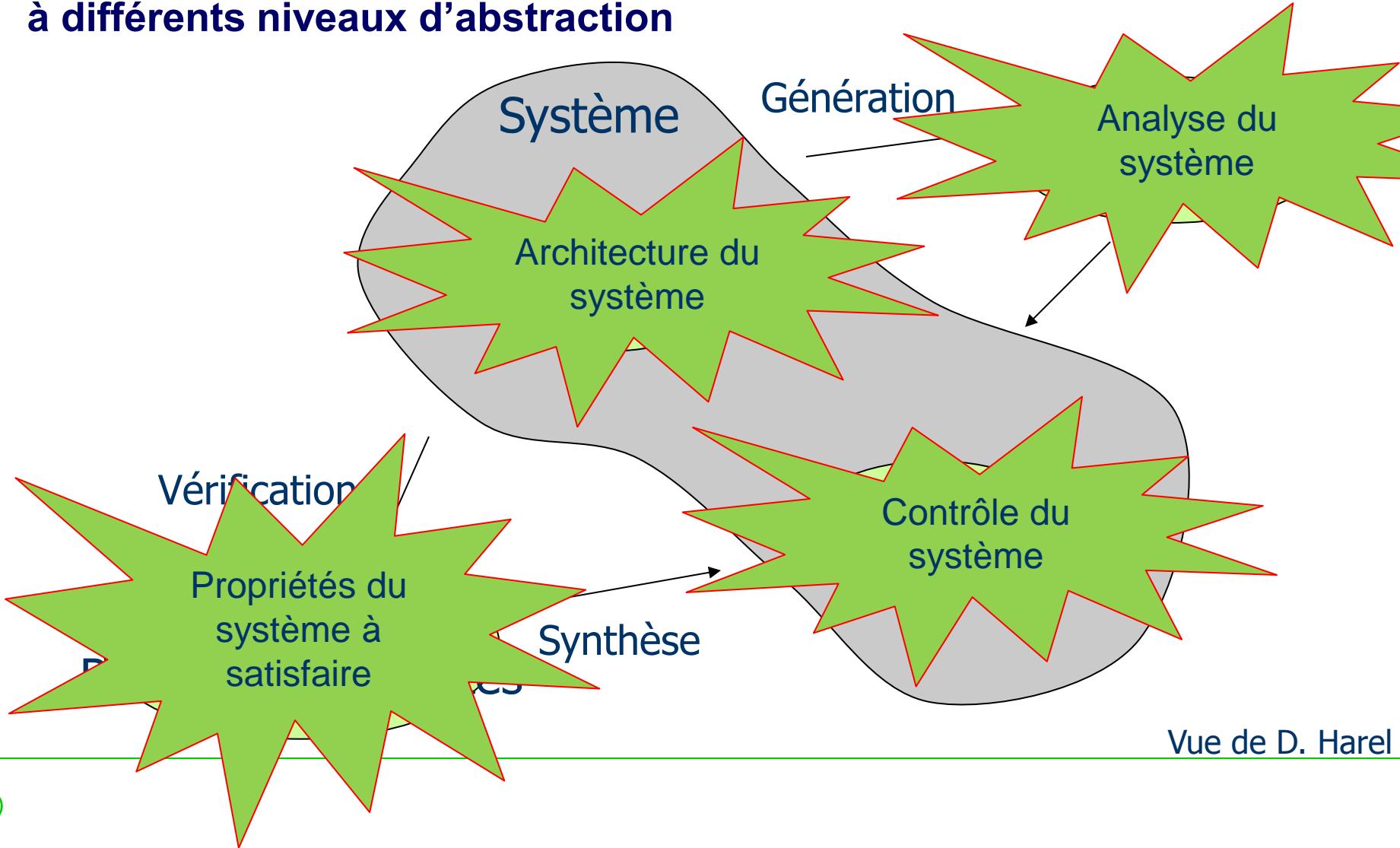


## Un modèle de système avec les différentes préoccupations

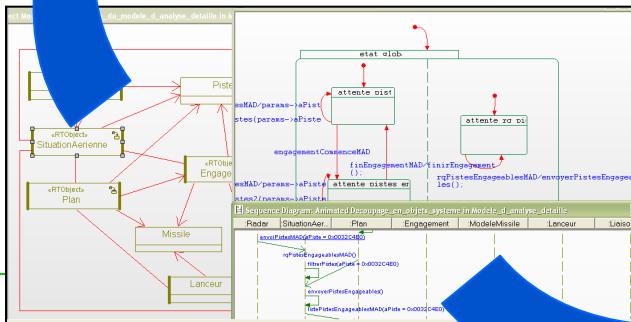
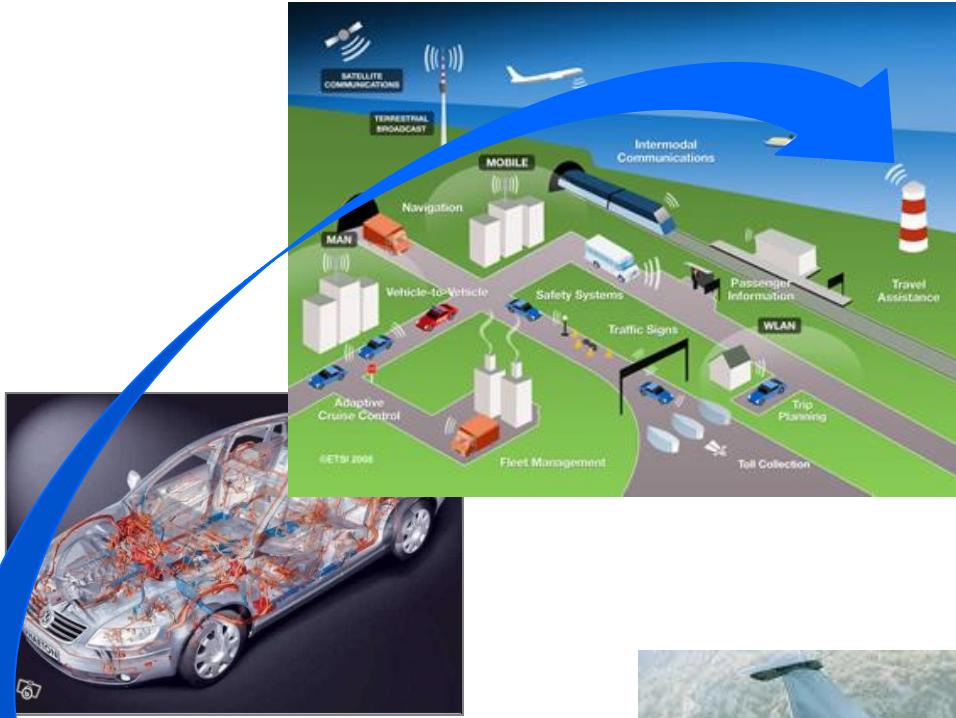


Vue de D. Harel

## Des modèles système à différents niveaux d'abstraction



## From software entities to System of System



## Systems and Models

- A Model by intention and by concern [Fav06,Mul10,P1471]
- A set of models to abstract a system

## Using models and Modelling languages

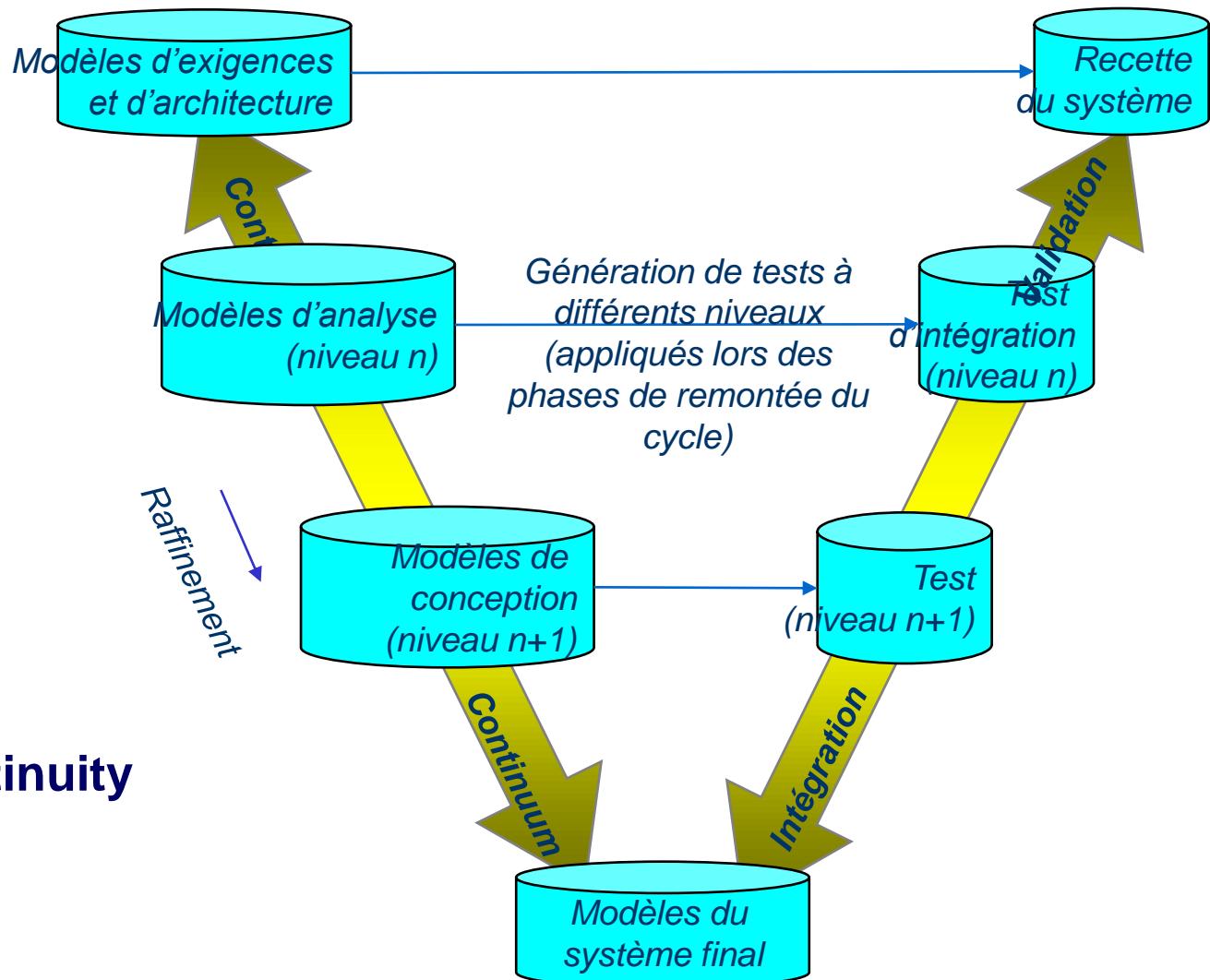
- What modelling?
  - Concepts and relationships related to intention and concerns
- When modelling?
  - In the methodological steps
- Where modelling?
  - In the process development activities

## Modelling the used of the models = Identify the role of the models :

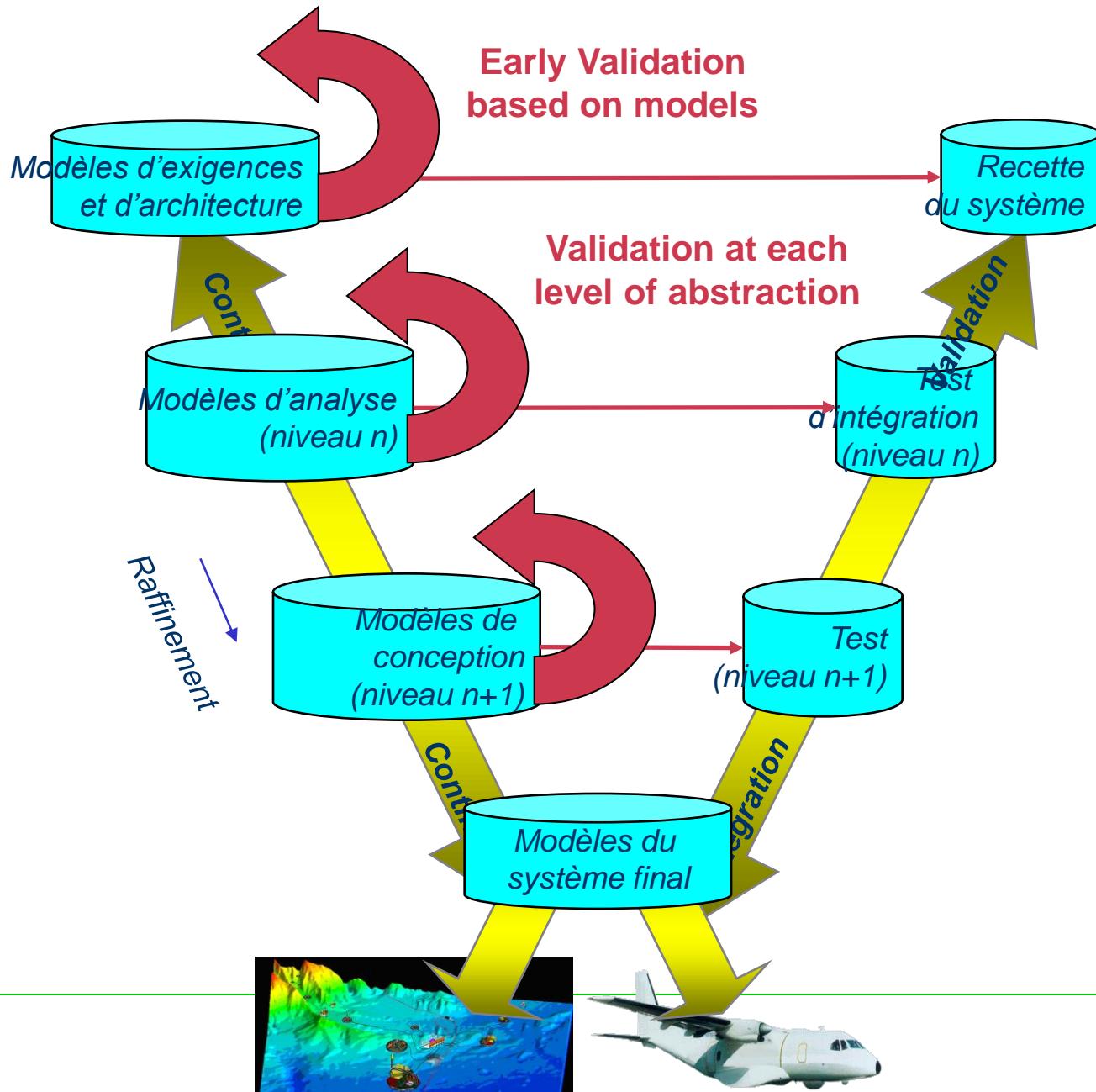
- Modelling the methods and processes, with BPMN, SPEM
- Modelling the relationships in the modelling space

## Achieving a continuity in the development process

- Software heterogeneous = Modeled it and applied separation of concern
- Systems are naturally heterogeneous, complex, based on several concerns, several levels of abstraction
- Retrieving several problematic
  - Focusing on concepts and not on real artifacts
  - Defining architecture (functional, logical, physical, etc...)
  - Defining behaviors
    - Intern: state machine, data flow, control flow
    - External: interaction between entities
  - Many others concerns like deployment, user needs, requirements, integration scenario, etc...



**Creating a Continuity  
in the process**



## Defining a « generic » methodology

Thales R6 use case with the UML models associated

- The application : An anti-air system

## Plusieurs modèles exécutables

- Modèle d'analyse préliminaire
  - Objectif : Définir le contexte ou l'environnement du Système
- Modèle d'analyse détaillée au niveau système
  - Objectif : Modèle fonctionnel avec les objets systèmes qui portent les fonctionnalités du système
- Modèle d'architecture logique
  - Objectif : Etablir l'architecture des entités logiques (composants) organisant le système



ENSTA

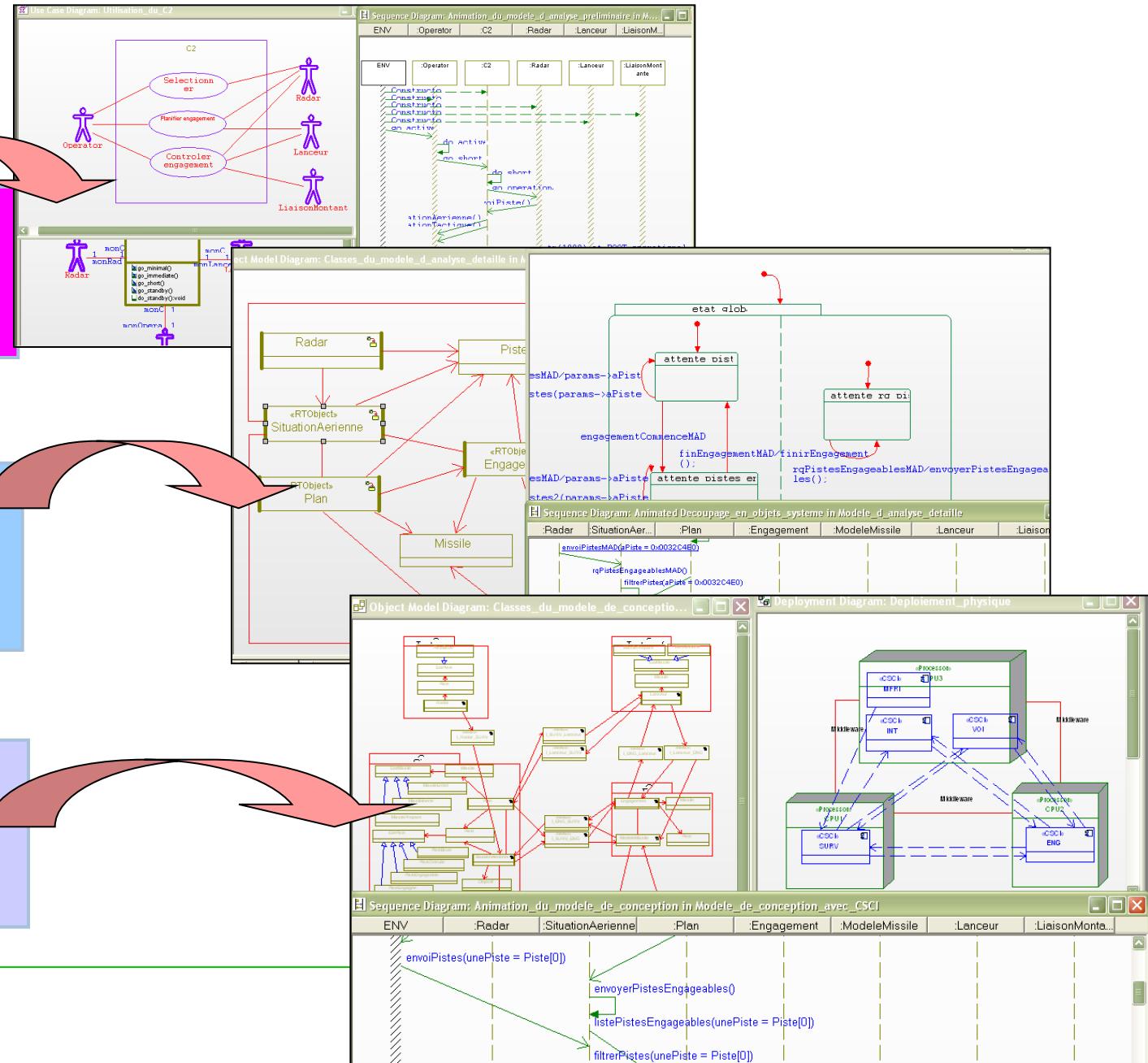
From UML set of models to ...

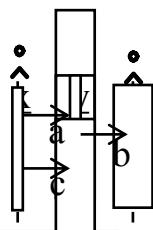
# Model Driven Engineering

Context Model

Business Model

Design Model

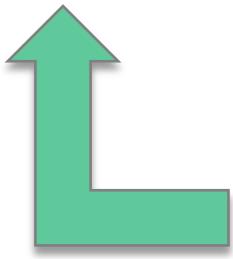




Trace  
**Diag Séquence**



Analyse  
**Diag Séquence**



Le comportement  
**Opérations  
et Statecharts**



La structure  
**Diag Classe**



Démo Rhapsody à suivre

# Another example: MOPCOM SoC/SoPC project

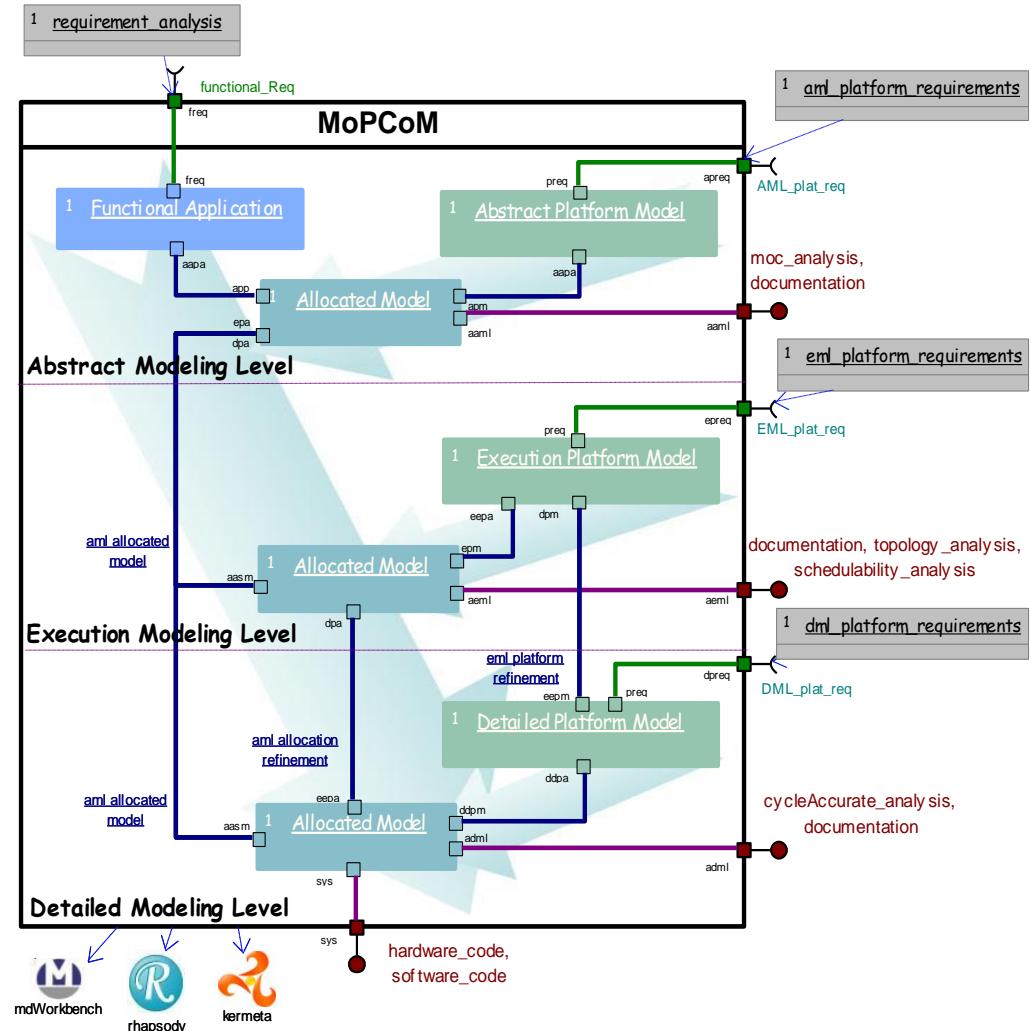
MOPCOM SoC/SoPC ANR project  
2007-2010.

3 abstraction levels:

- Abstract Modeling Level: Explicitation on virtual machine
- Executing Modeling Level: Performances analysis on abstract machine
- Detailed Modeling Level : Cycle accurate on detailed platform.

Each level = a set of models.

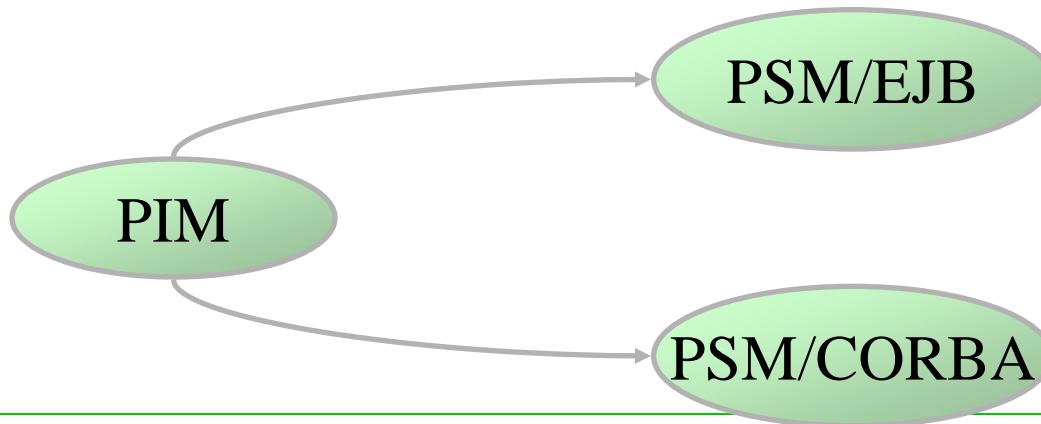
- Business model
- Platform model
- Allocation model
- Analysis model



Démo MDWorkbench à suivre

## MDA - Model Driven Architecture – Historic approach

- Platform Independent Modeling
  - Model classification.
  - Platform = service software layer.
- Classes of models
  - PIM = Platform Independent Model
  - PSM = Platform Specific Model

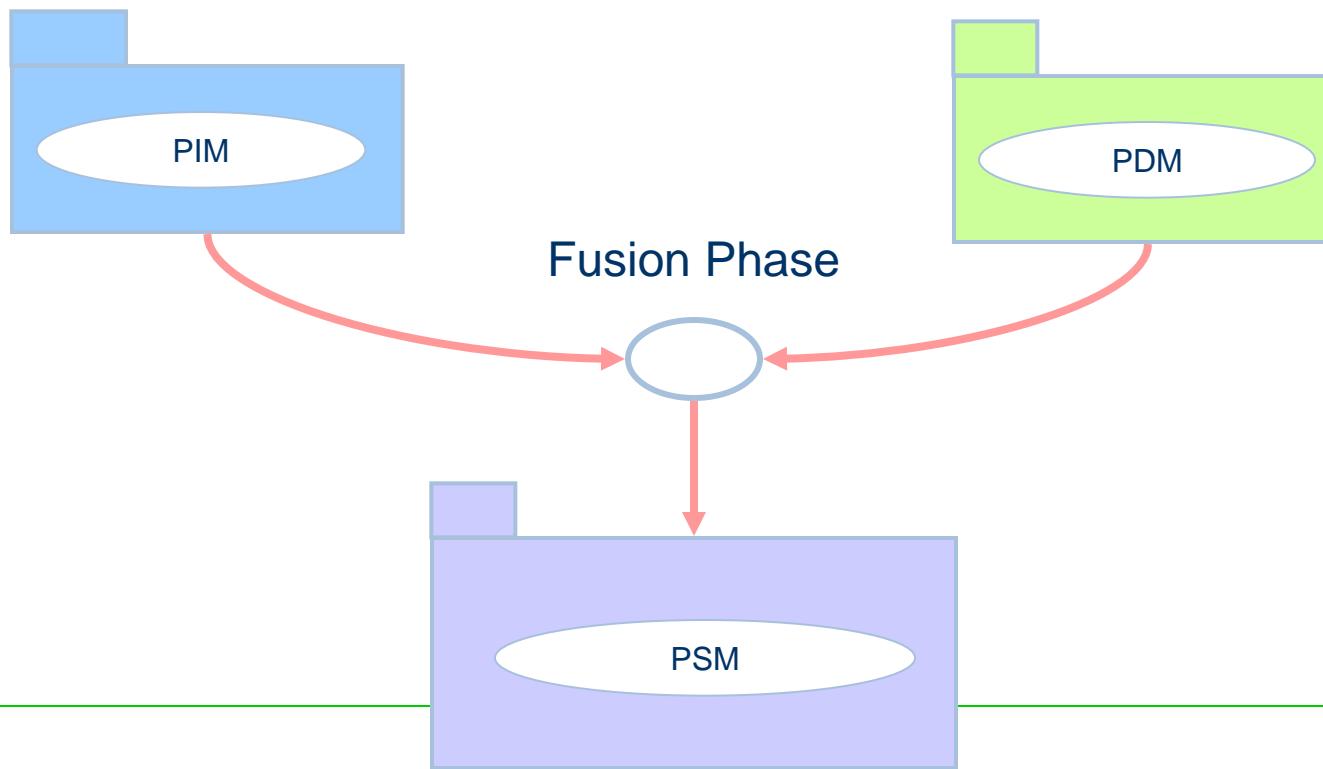


Or EJB

Use of known profile  
for mapping, CORBA

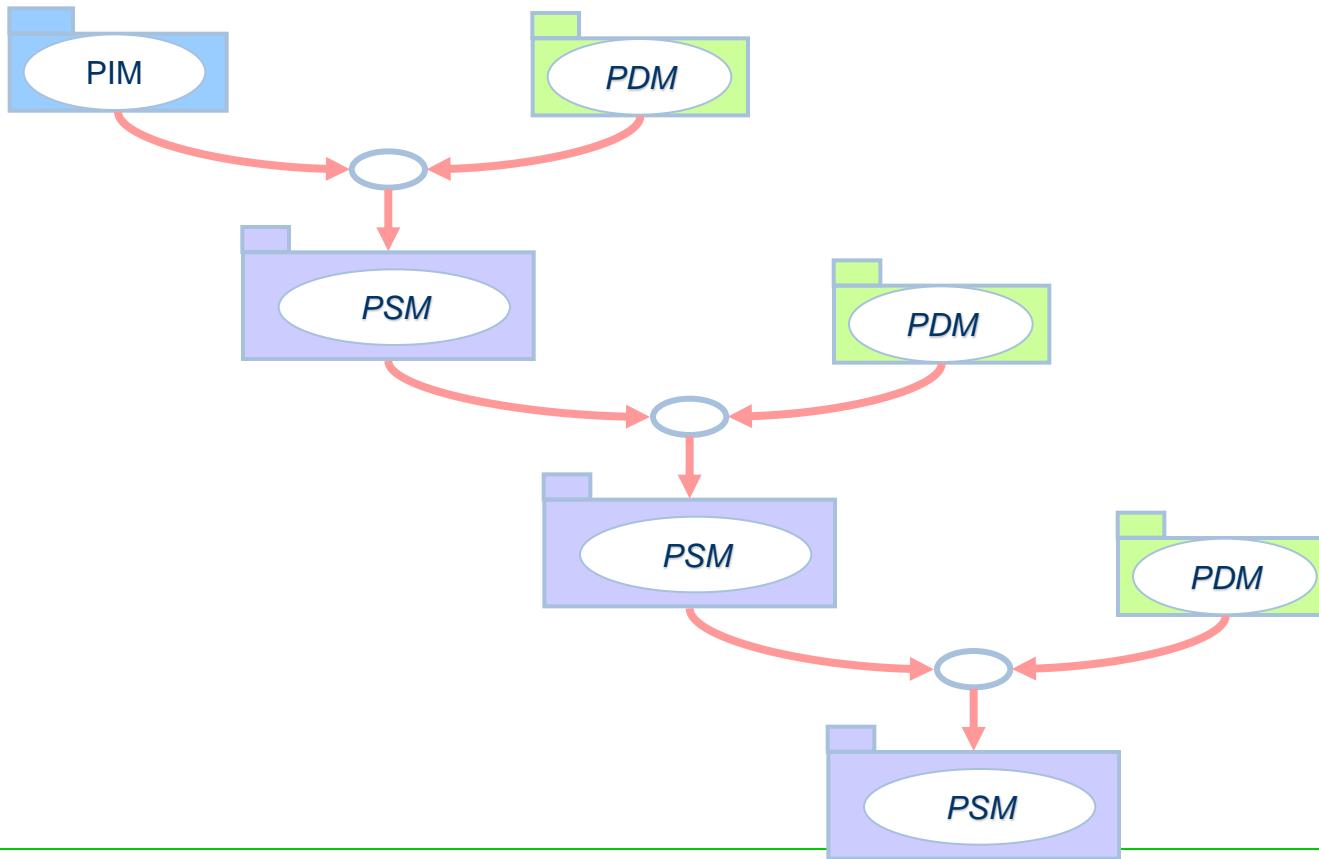
## MDA pattern

- Revisited development cycle
  - Y based
  - PIM, PSM and PDM = Platform Description Model



## MDA process

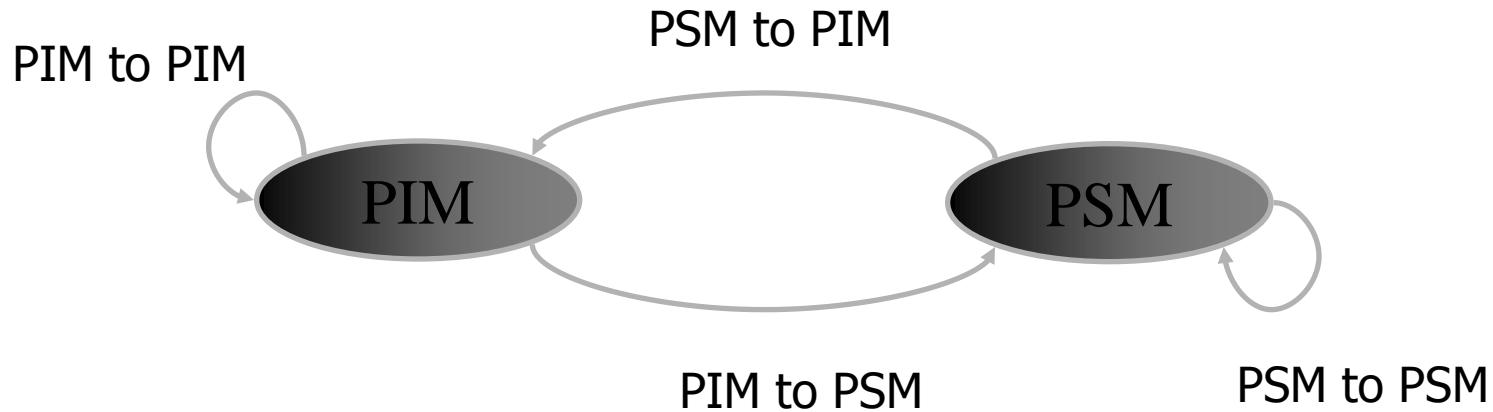
- PIM, PSM and PDM are relative = Role Notion

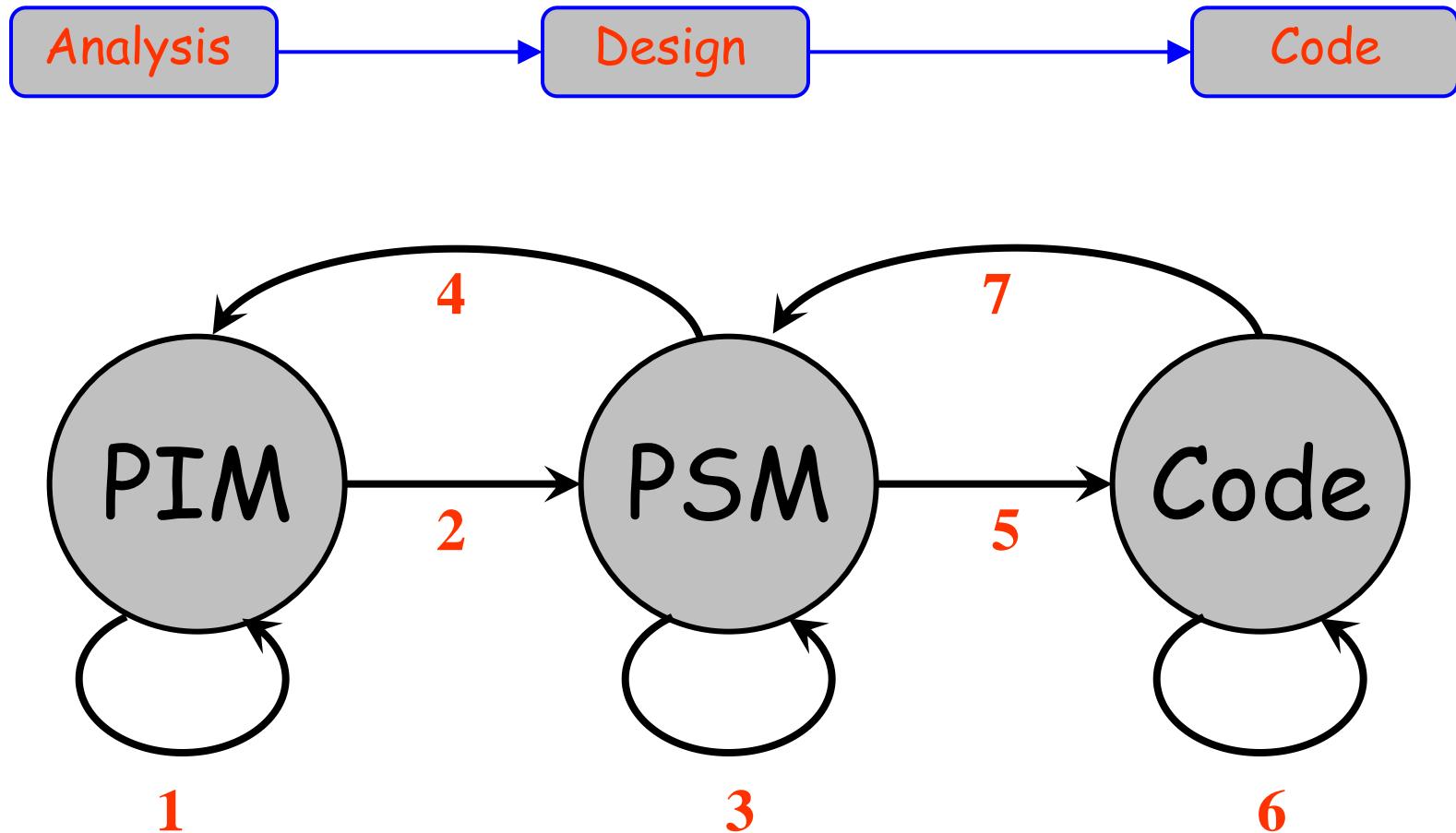


# Transformations in the MDA context

## Model transforming linked to different types.

- Extension of the mapping notion to the transforming notion.
  - Classification of the transformations.





## Transformations and meta-model :

- **In the scope of a meta-model**
  - Refactoring
  - Refinement
- **In the subset of a meta-model.**
  - Common parts to several meta-models.
- **Between two different meta-models**
  - Generalization de N to N.
  - From a formalism to an other

Simple operations :

- Creation, Modification, Navigation, Suppression, Display
- Serialization
- Extension, Reduction
- Measures of elements
- Code Generation, Traceability

More general operations :

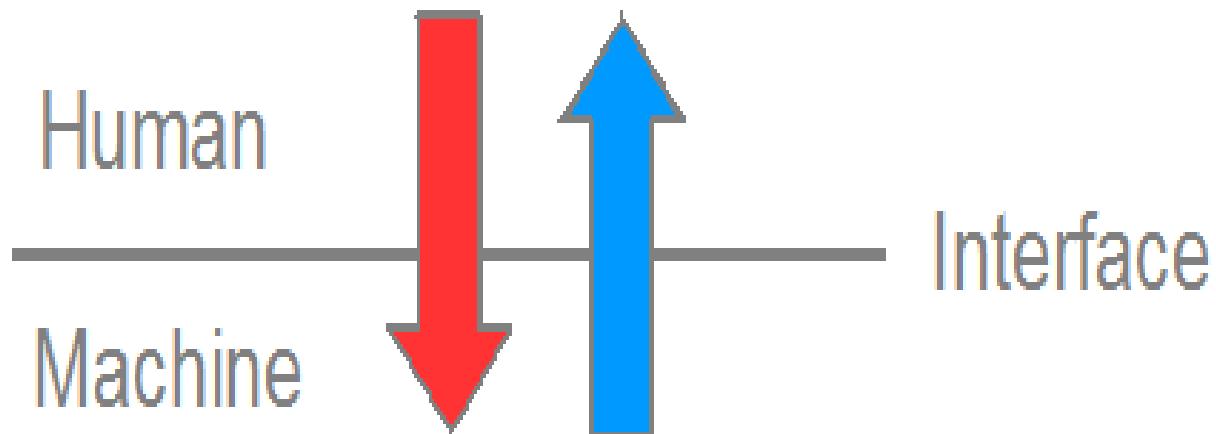
- Comparison
- Veawing
- Fusion
- Alignment
- Reversible operation = Tracks production
- Abstraction

# Un exemple : Interface Homme - Système

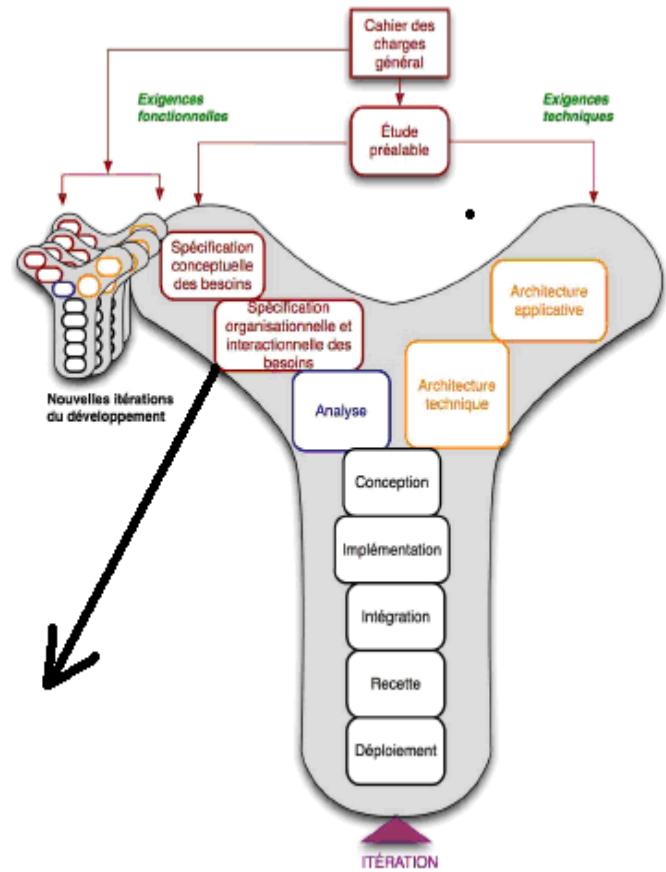
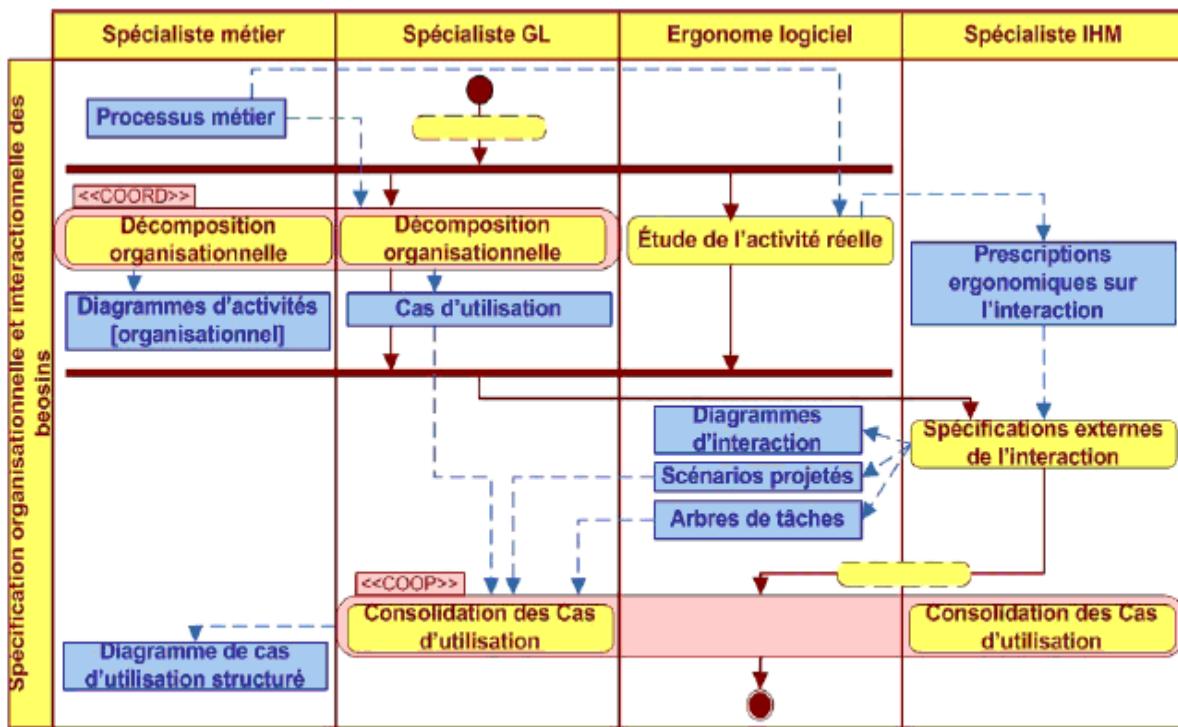
Projet MEDUSA 2011-2014 (Telecom Br, ENAC, Thales, Sodius, Ensta Br)

Modélisation pour la conception d'IHM orienté usages.

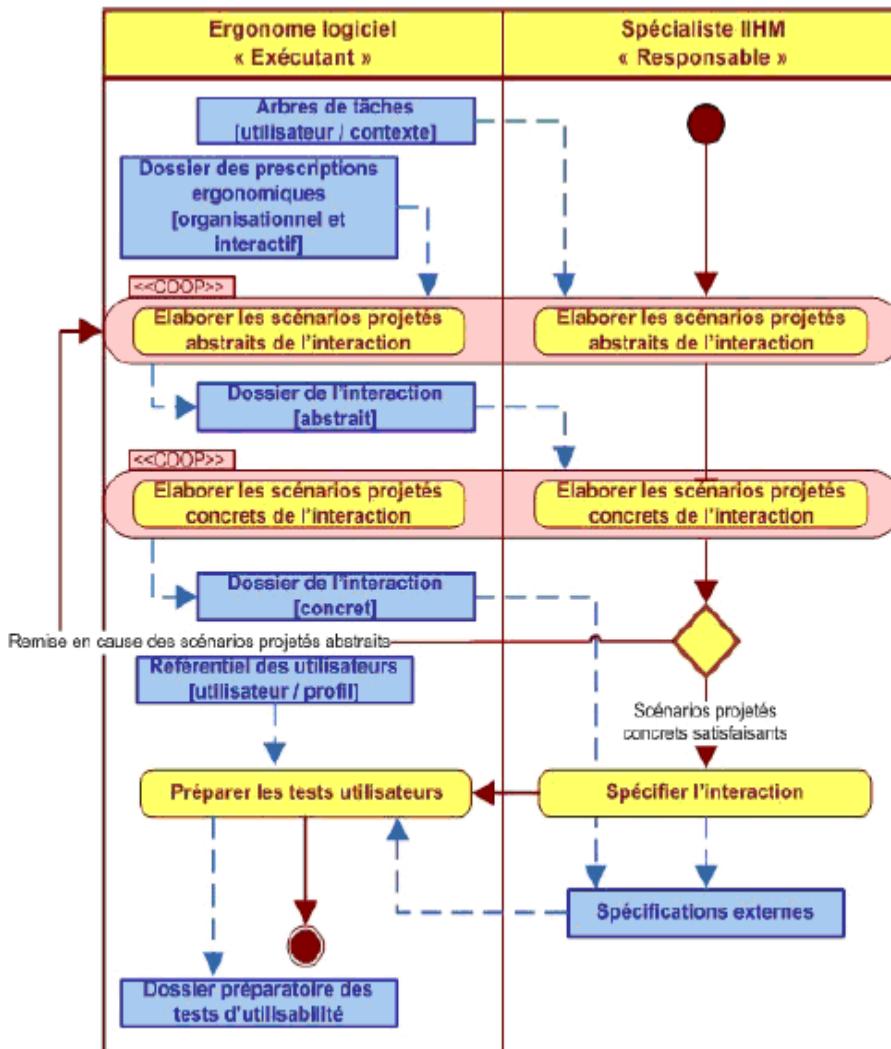
Objectif : Guider la conception des IHMs du niveau système jusqu'à la réalisation



# Methodologie Symphonie pour IHM



**FIGURE 59. ACTIVITES DE SPECIFICATION ORGANISATIONNELLE ET INTERACTIONNELLE DES BESOINS DE LA METHODE SYMPHONY ETENDUE [JURAS ET AL., 2006]**



## Process activities

- Platform Metamodels (in Y) are based on Domain Concepts (IHM)
- From standard like UsxML (Concrete User Interface Metamodel)
- Process rupture between models and recommendation reports

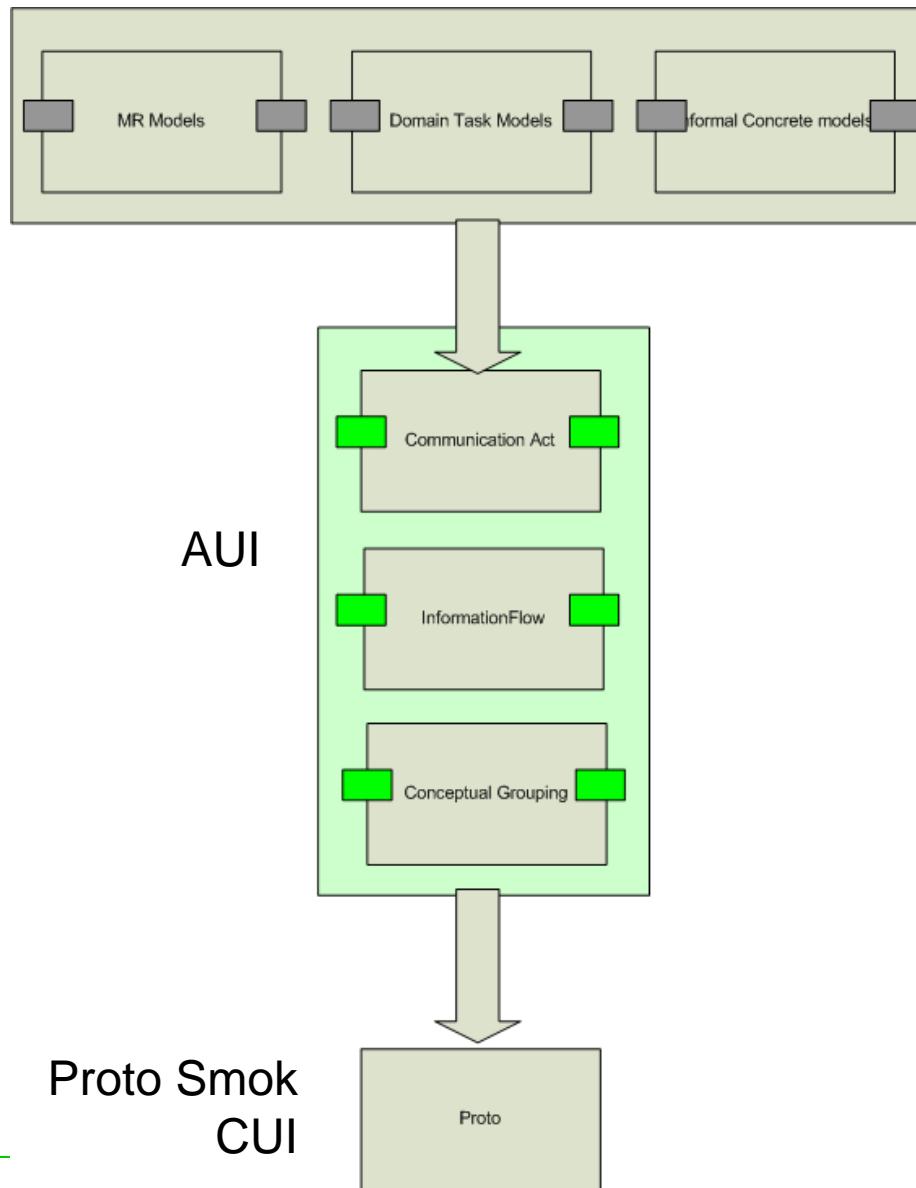
FIGURE 60. ACTIVITE DE SPECIFICATION EXTERNE DE L'INTERACTION DE LA METHODE SYMPHONY ETENDUE [JURAS ET AL., 2006]

## Process activity and metamodel identification

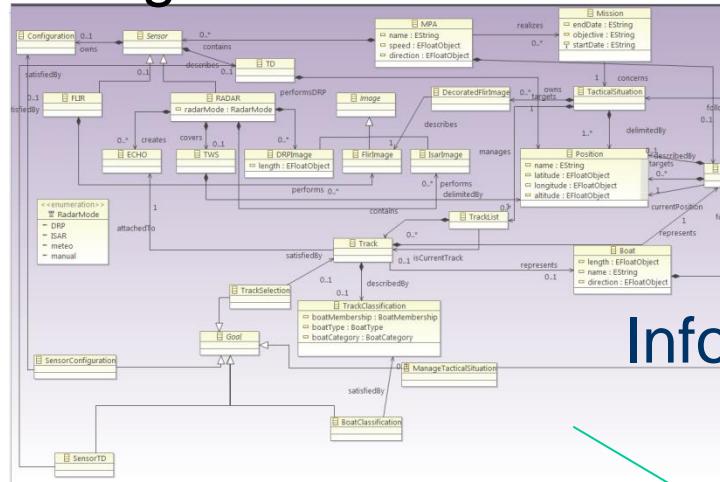
- Platform Metamodels (in Y) are based on Domain Concepts (IHM)
- Sub-set of standard metamodel like UsxML
- Dedicated metamodels to target dedicated concern
- Several abstract levels in metamodels

## Process activity (Role) and metamodel constraints

- Methodological constraints on metamodels
- Properties included in the metamodels
- Easier to obtain metrics on used concepts

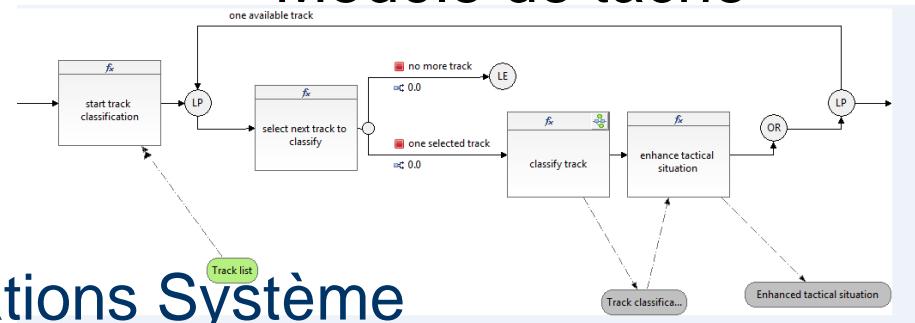


# Ontologie et Modèle de RM

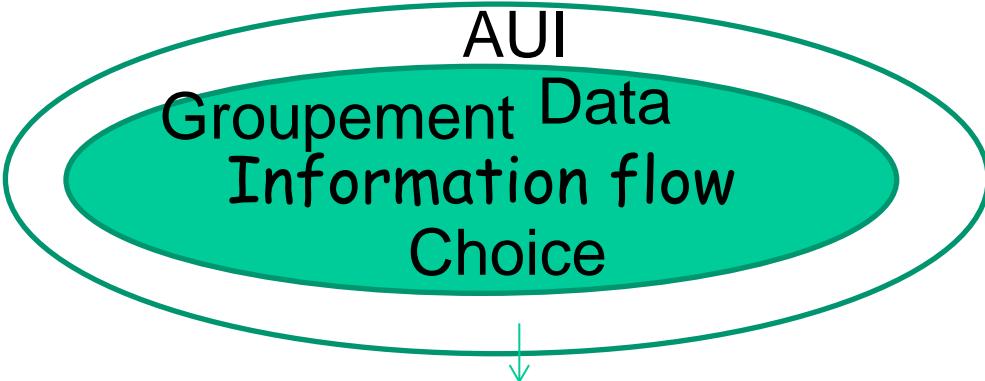


## Informations Système

## Modèle de tâche



Génération semi –automatique

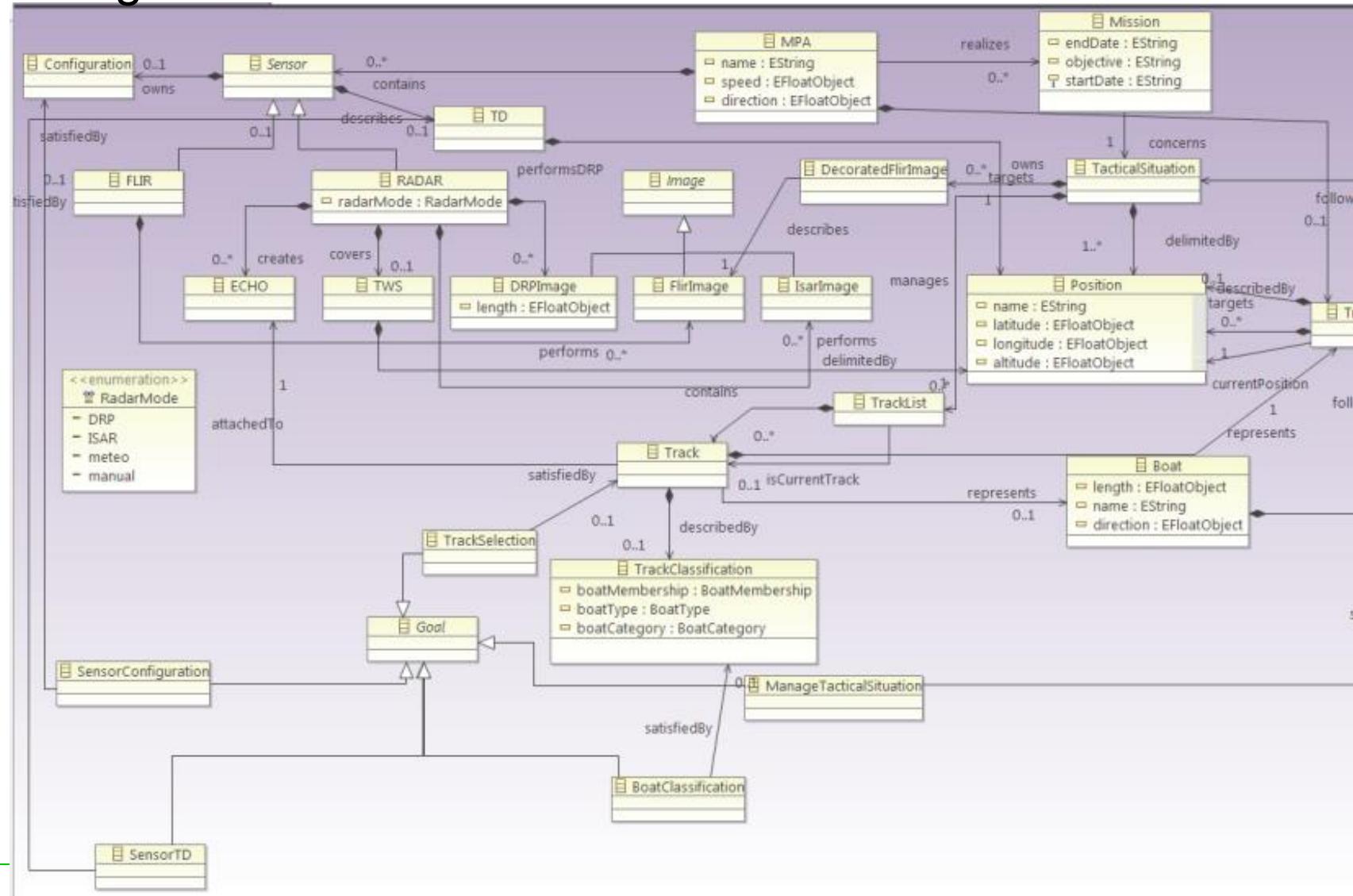


CUI

CUI conçue à partir de l'AUI qui est une spécification

# Bretagne

# Ontologie et Modèle de RM



## Contexte : Metamodelisation et IHS

- Indépendamment et après l'analyse système
- Systèmes réactif
- Aspect ontologique du domaine mais avec une finalité langage de modélisation

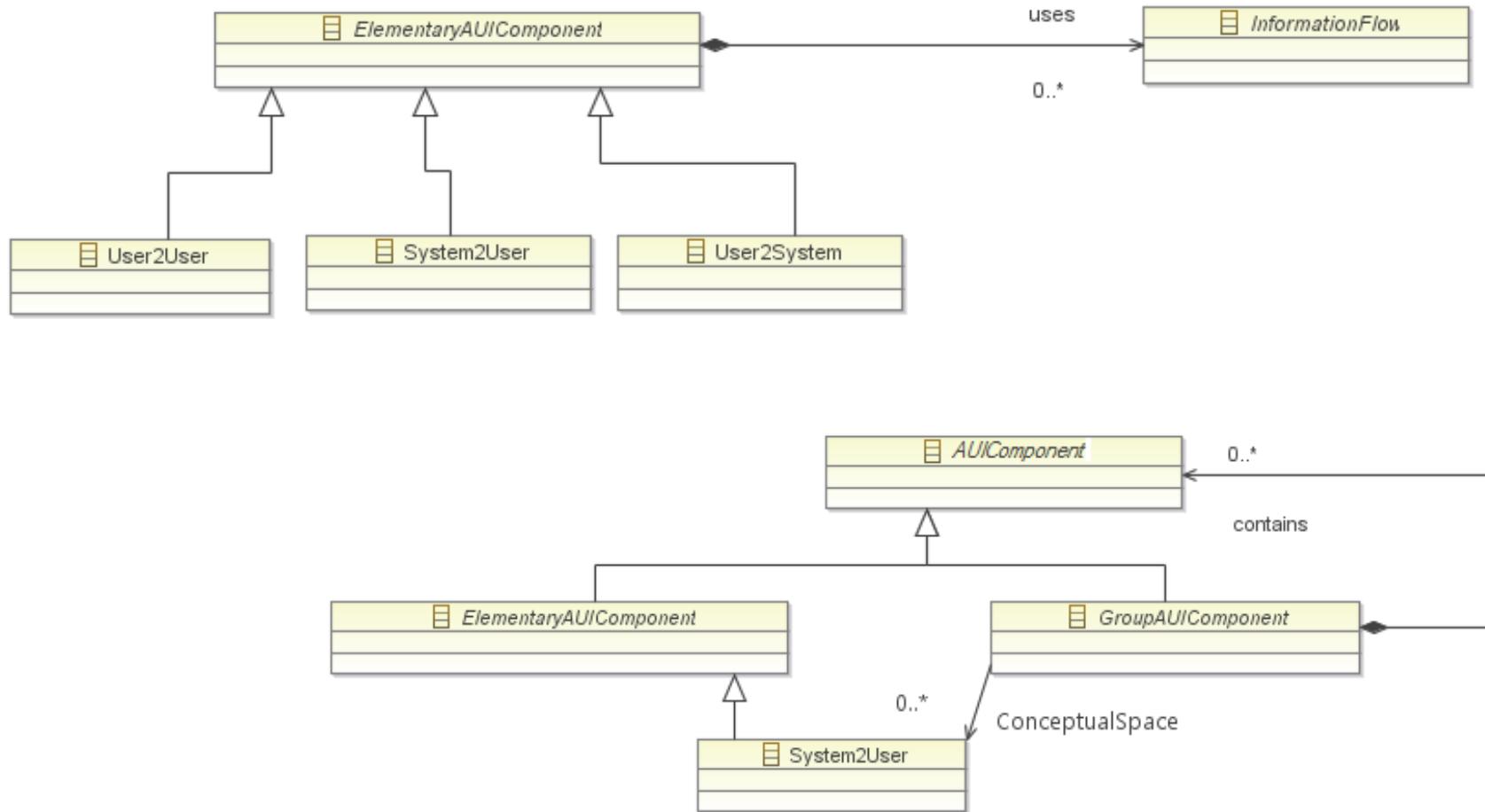
## Besoins AUI

- Analyse du modèle AUI
- Modèle structurel
- Chercher à identifier le contrôle associé à l'IHS
  - Indépendant des modalités
  - Notion d'activation/désactivation
- Flux d'informations et contrôle

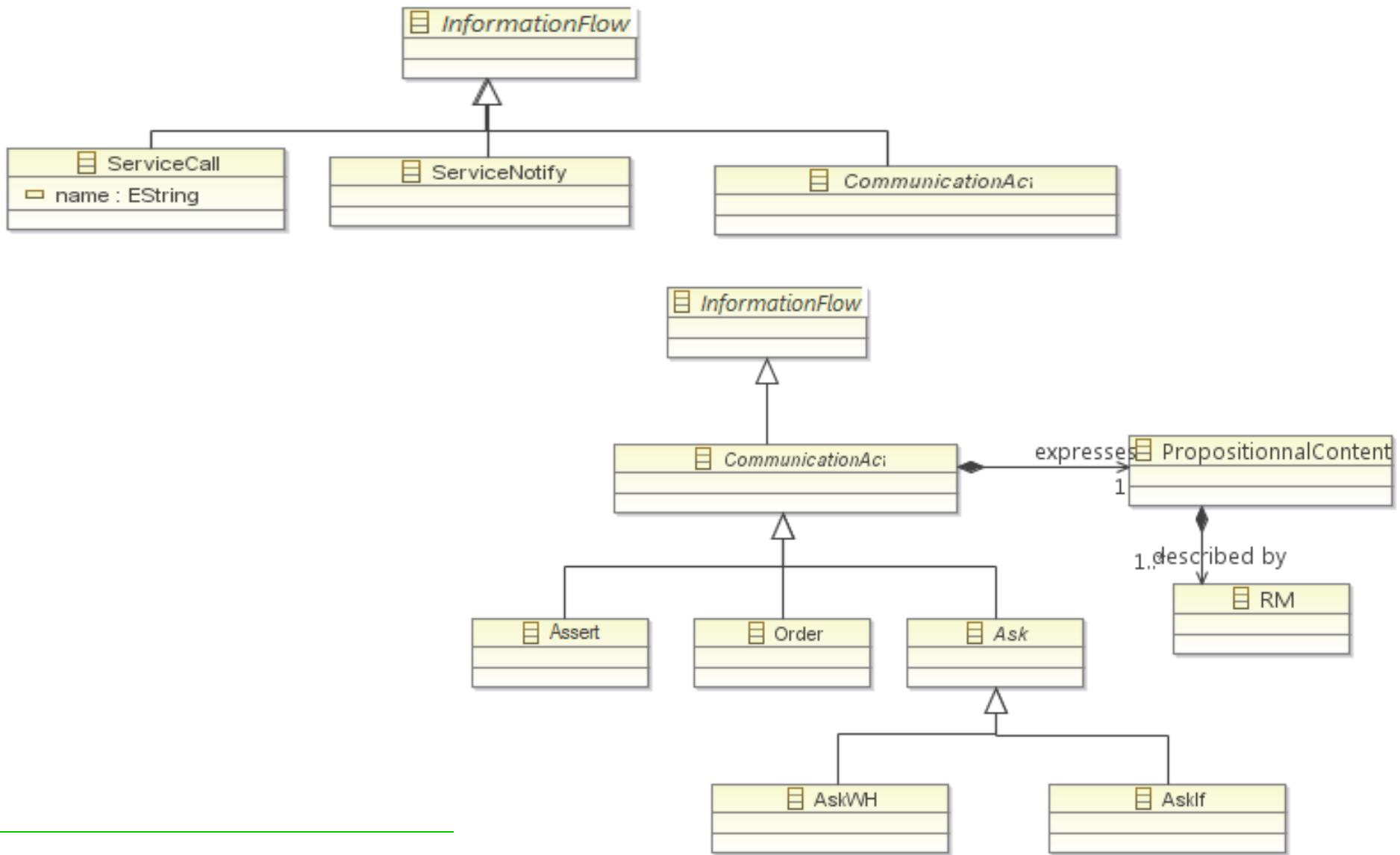
## Metamodèle AUI

- Une préoccupation formalisée (lien système - CUI)
- Un aspect ontologique du domaine avec un comportement local
- Spécification du contrôle des composants

# Composants élémentaires



# Information Flow



Modèle conceptuel de données au niveau système

Modèle cognitif opérateur avec une représentation mentale de la situation

- aspect conceptuel
- aspect dynamique

Modèle conceptuel de données de l'IHM

- Cycle de vie
- Représentation : visuelle graphique, textuelle, sonore, ... modale
- Codage/numérisation pour stockage sur un support, transmission
- Nature : discrète, continue, globale, structurée vs élémentaire

## Tactical Situation

PisteCourante

Zone

Liste de Pistes

track classification

## FLIRimagery

FLIR camera

PisteCourante

Configuration

DRP

FLIR video

## Classification

Decorated FLIR image

track classification

PisteCourante

Boat FLIR image

DRP

Radar image

## RADARimagery

PisteCourante

TD

Length

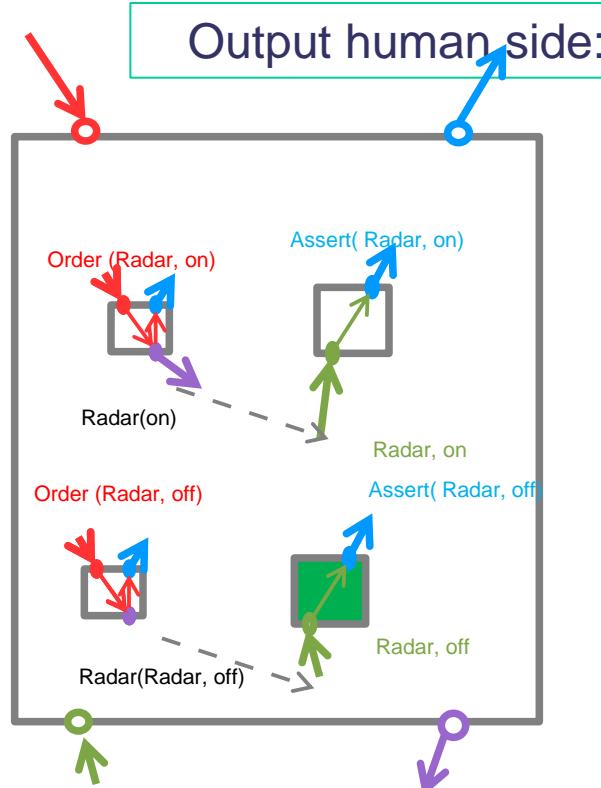
RADAR mode

DRP

RADAR

Radar image

Input human side:



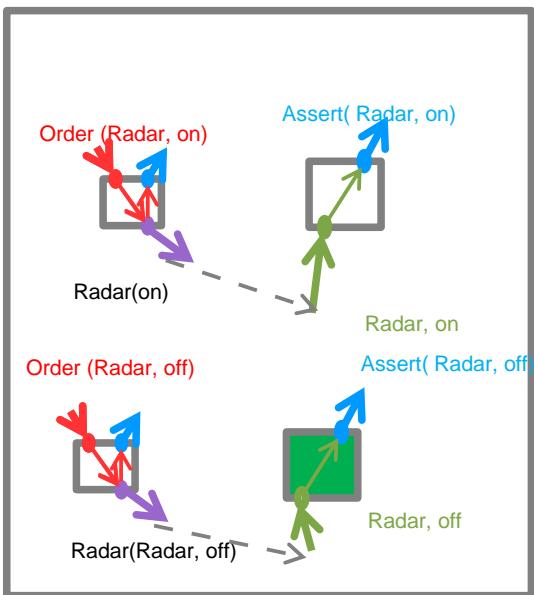
Identification du contrôle AUI

Expérimentation :

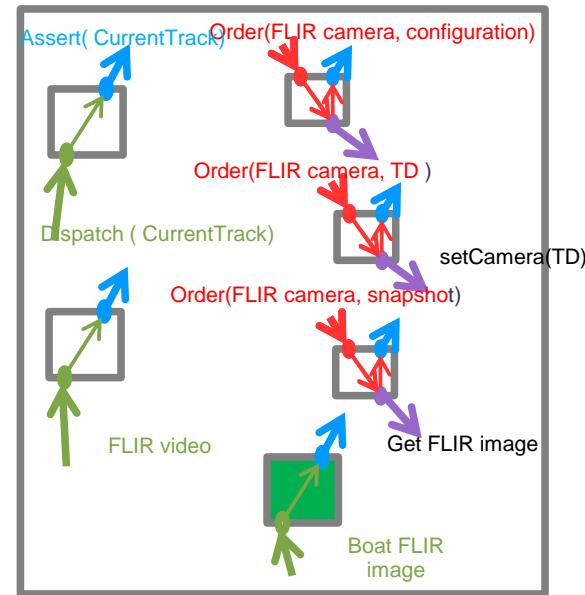
- 1 groupement
- composants élémentaires User2System
- composants élémentaires System2User

Controle du Dialogue  
avec le Systeme

RadarControl

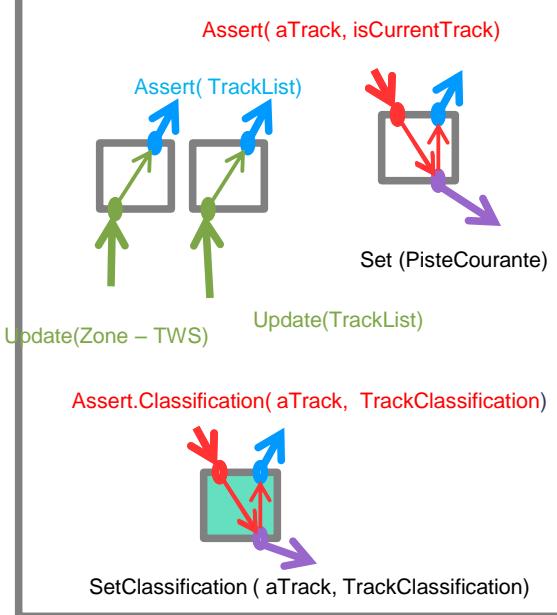


FLIRimage

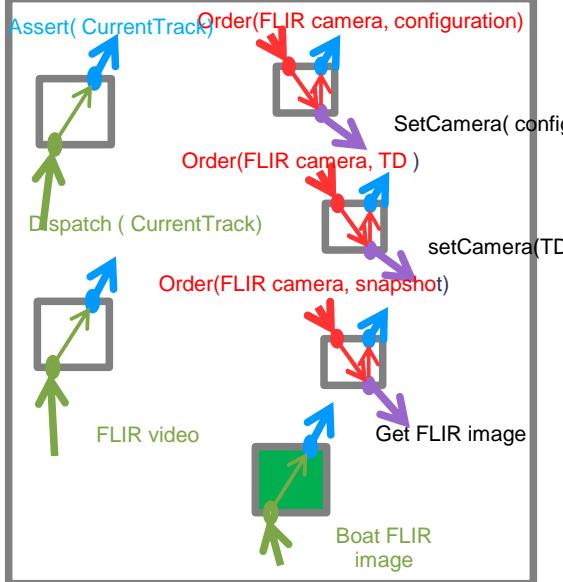


# Décomposition en composants élémentaires

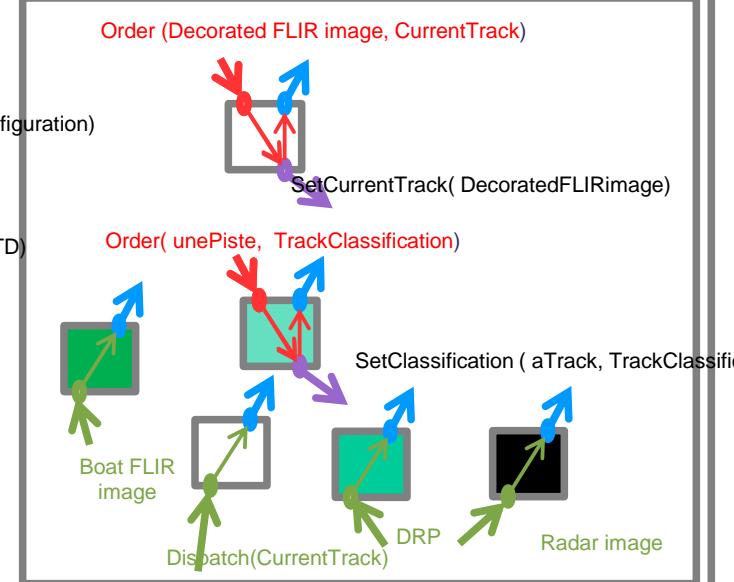
## Tactical situation



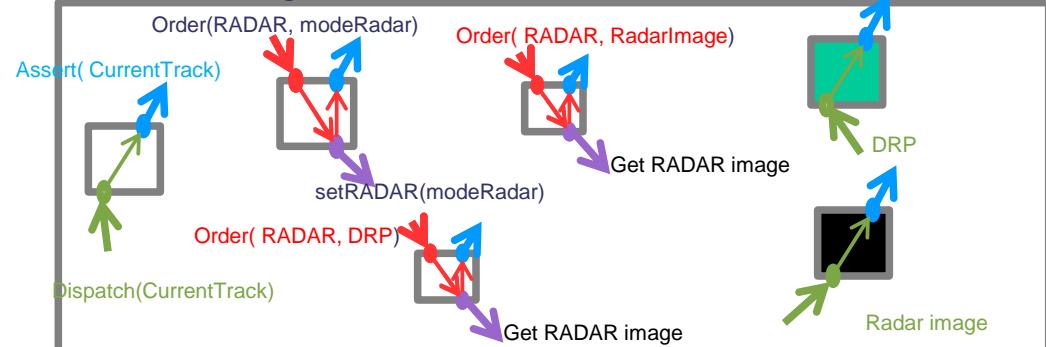
## FLIRimage



## Classification

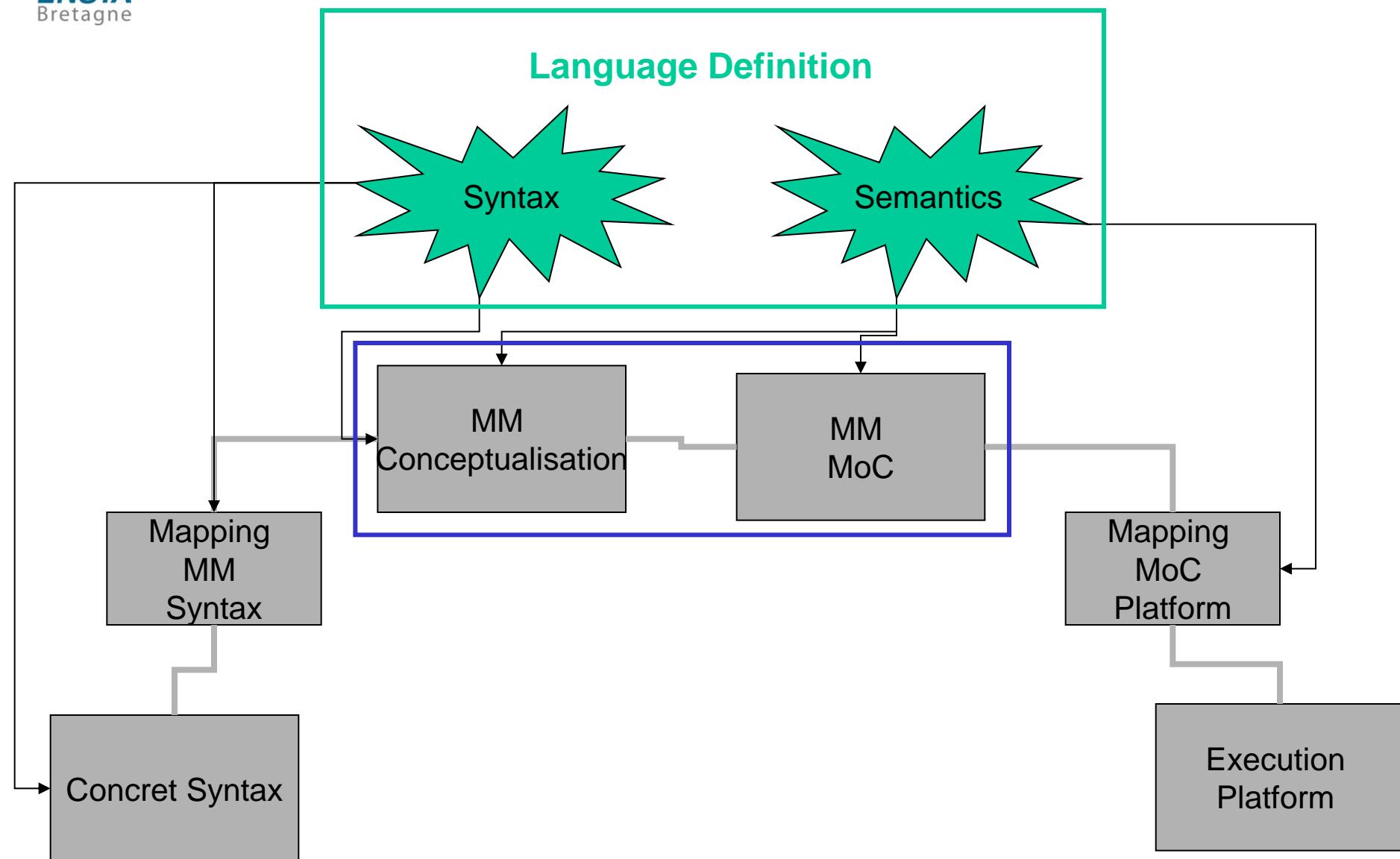


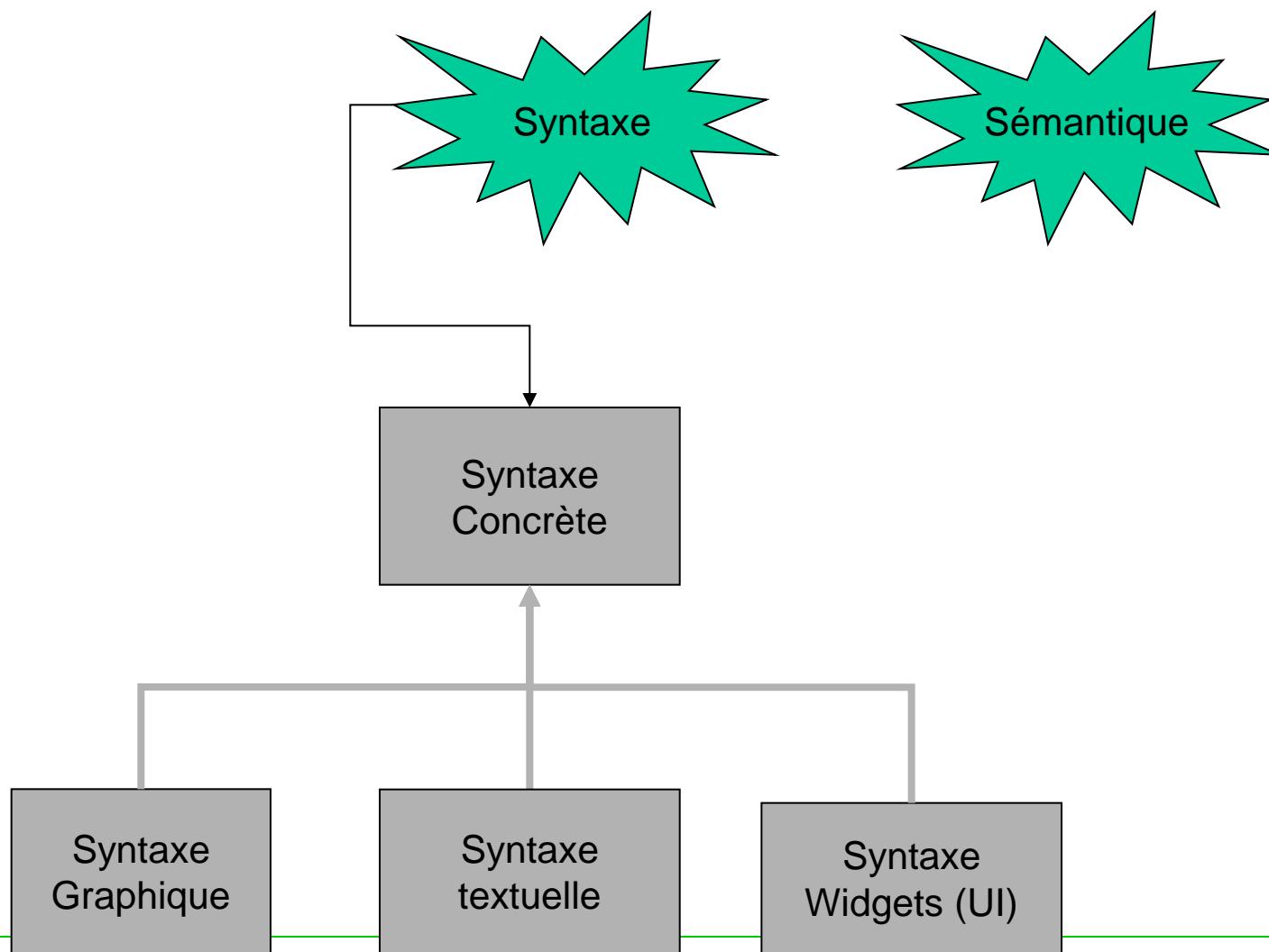
## RADARimage

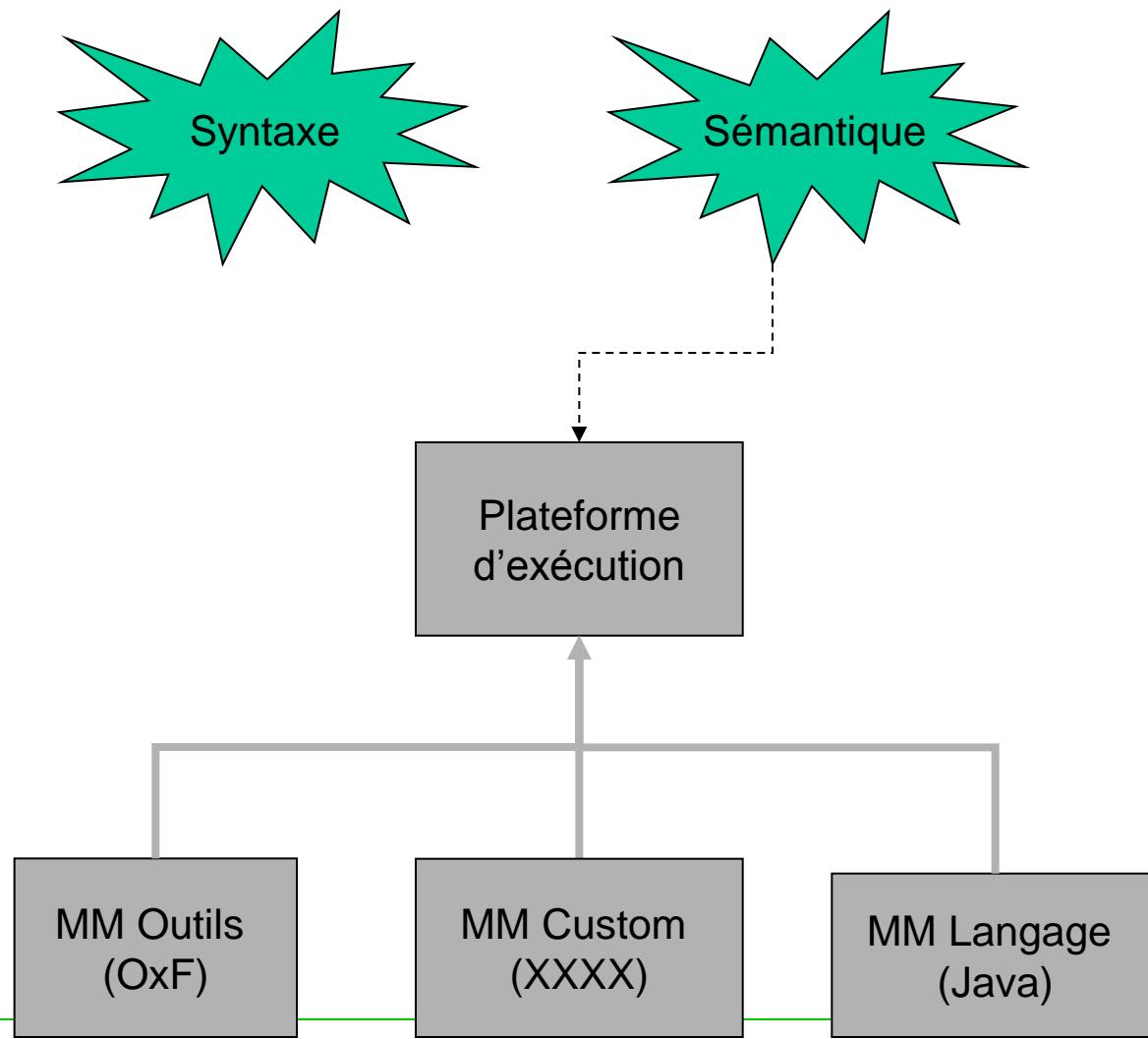


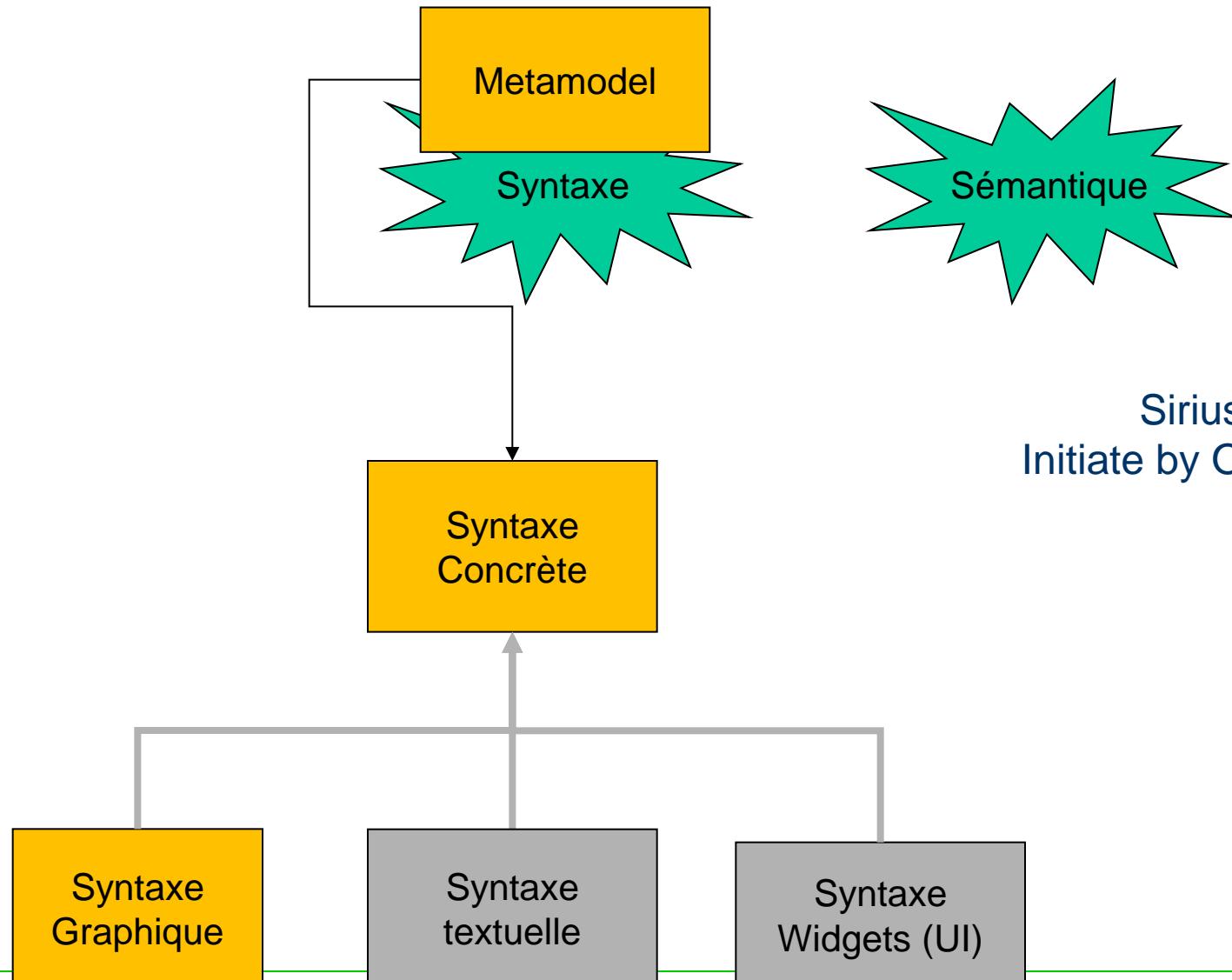
- Un métamodèle existe pour l'AUI
- Aspect ontologique fort
- Aspect structurel sur des regroupements ou composants
- Réceptacle possible de transformation de modèle possible
- Exécution toujours possible mais quelle est sens de cette exécution ?

# Metamodel, Syntax, Operationnal Semantics for Modeling Language





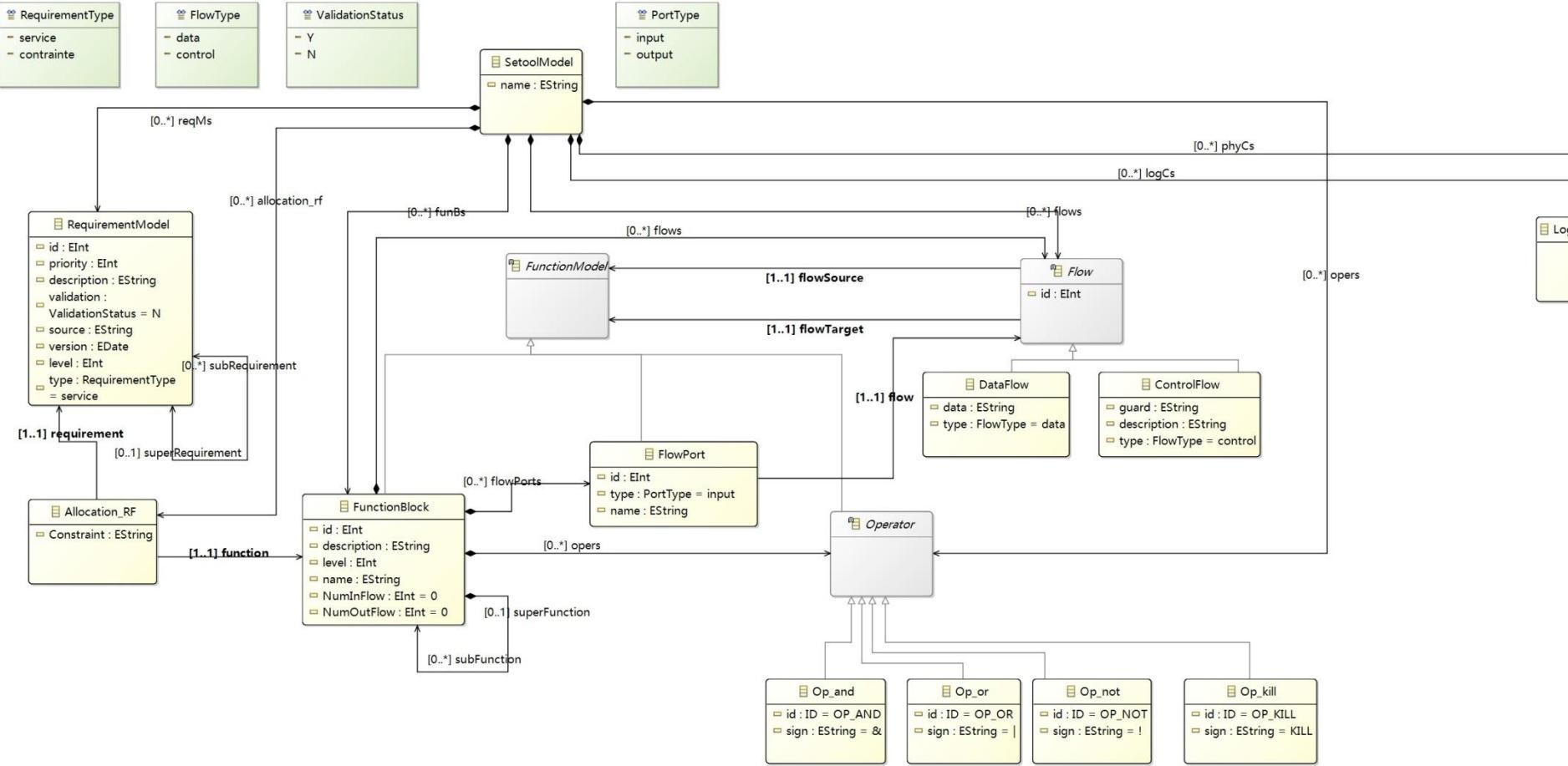




Sirius Eclipse Project  
Initiate by Obeo and Thales

# Sirius and Graphical syntax

## Metamodel of System Engineering language





## Sirius Specification Editor

- platform:/resource/org.eclipse.sirius.sample.setooling.design/description/setooling.odesign
- setooling
  - SetoolModel
    - SetoolModel Diagram
  - Validation RequirementValidation
  - Default
    - Section Tools
      - Direct Edit Label editDescription
      - Direct Edit Label editRealizationConstraint
  - Requirement
    - RequirementNode
      - Ellipse light\_blue
  - IncludeEdge
    - Edge Style solid
  - Section
    - Node Creation createRequirement
      - Variable container
      - Container View Variable containerView
    - Begin
      - Change Context var:container
  - Edge Creation setInclude
    - Source Edge Creation Variable source
    - Target Edge Creation Variable target
    - Source Edge View Creation Variable sourceView
    - Target Edge View Creation Variable targetView
    - Begin
  - Reconnect Edge reconnectInculde
  - Delete Element unsetInclude
- Function

## Sirius Odesign model

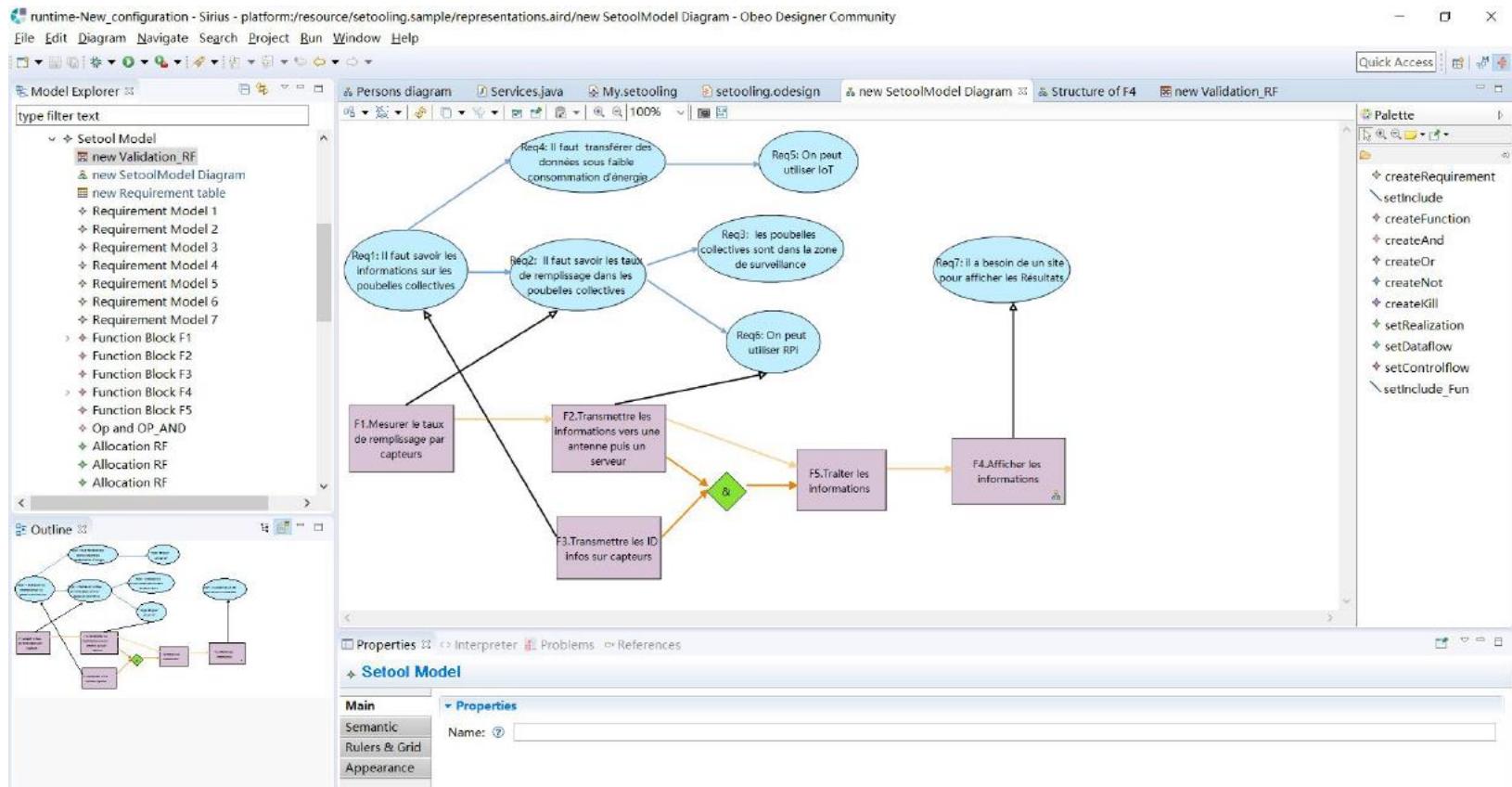
This model defines the mapping between the metamodel and the graphics elements

Properties Problems

Ellipse light\_blue

General	Label Size:	8
Label	Label Format:	<input type="checkbox"/> Bold <input type="checkbox"/> Italic <input type="checkbox"/> Underline <input type="checkbox"/> Strike through
Color	Label Alignment:	<input checked="" type="radio"/> Left <input checked="" type="radio"/> Center <input type="radio"/> Right
Advanced	Show Icon:	<input type="checkbox"/>
	Label Expression:	aql:'Req'+self.id+':'+self.description

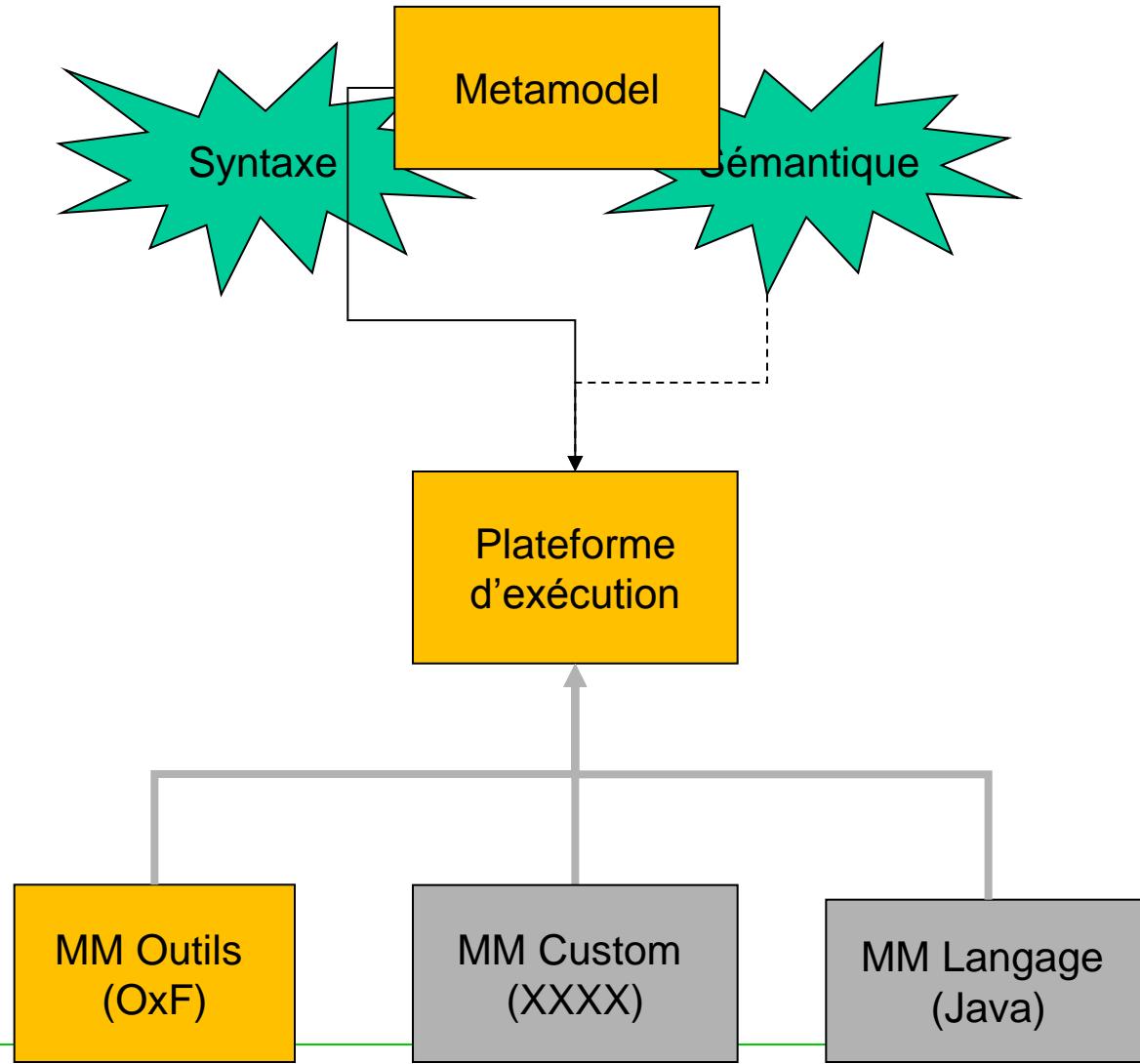
# Sirius and Graphical syntax



The resulting modeling tool : System Engineering Tool

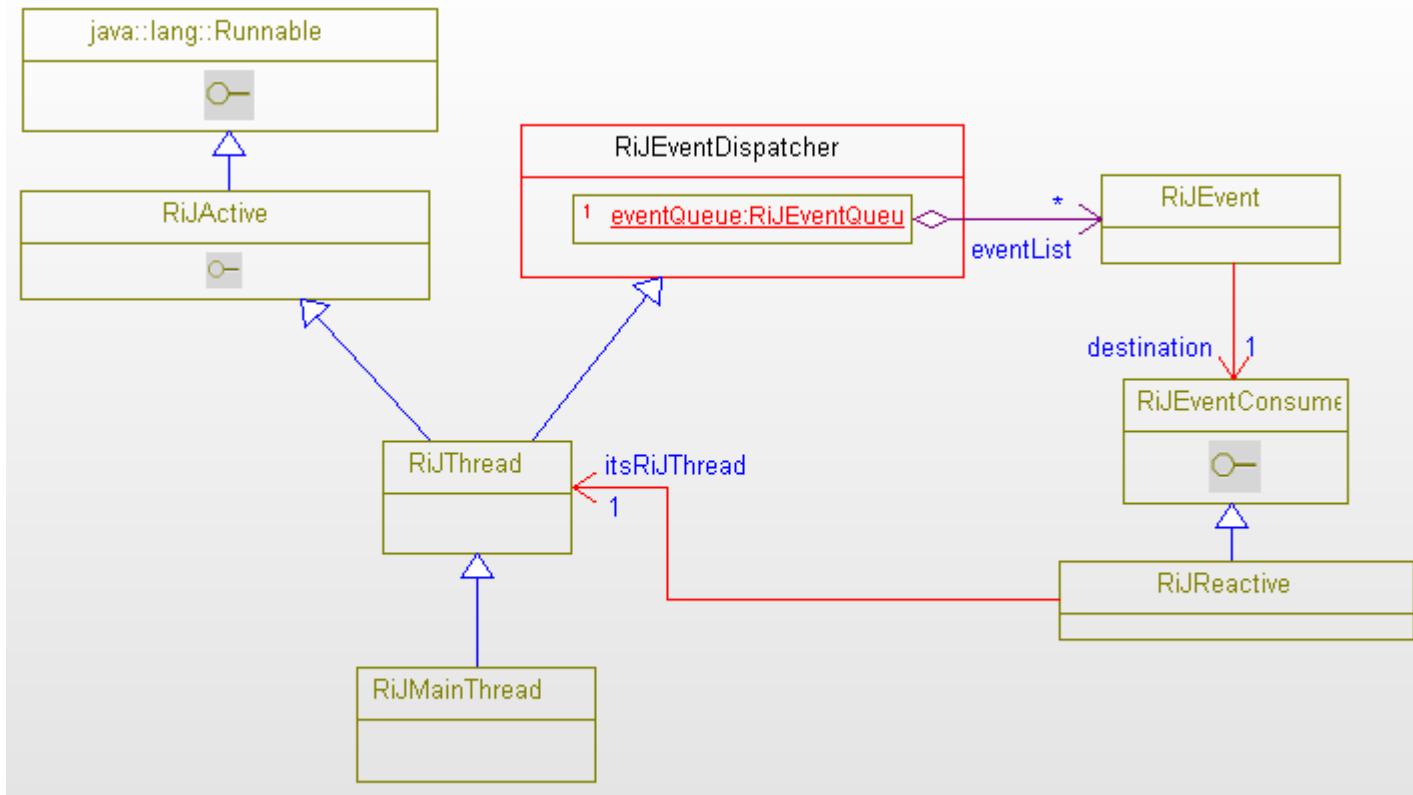
## Sirius Tooling :

- Mapping between the metamodel and graphical forms
- The Mapping is a Odesign model (based on Ecore model)
- The graphical forms are defined by an Ecore model
  
- Sirius interpreter interprets the mapping model to create the modeling tool

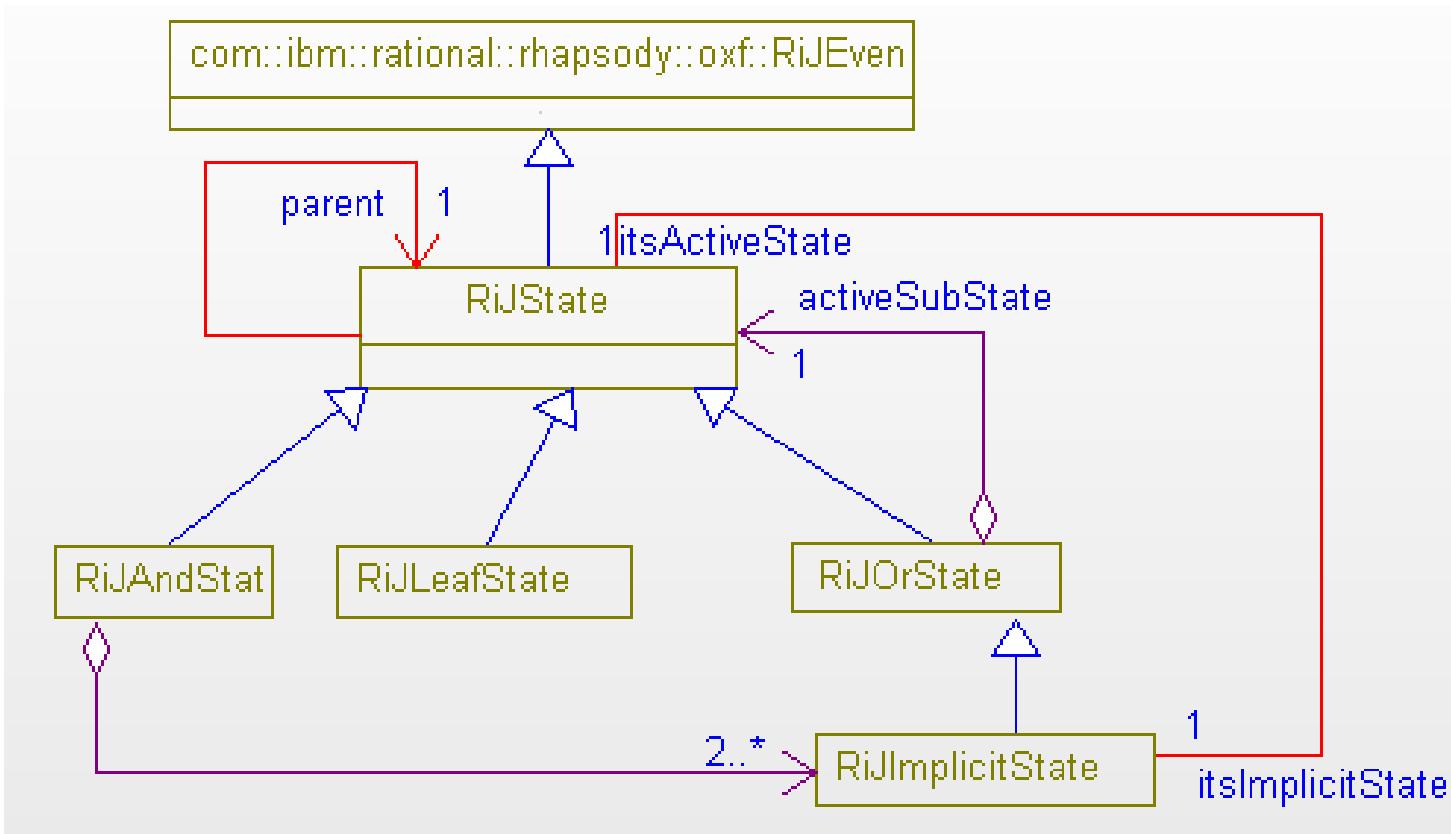


- D Harel, statecharts creator
  - Rhapsody tool
  - Close to UML standard.
  - Concurrency model = Active Objects
  - Communication - Messages Queue FIFO
    - Asynchronous Events - macro obj->GEN(evt) - parameters.
    - Synchronous Messages - high priority on asynchronous msg
    - Method calls
  - Concurrency Model
    - Evt dispatched towards receiver object
    - RTC Consumption.
    - Macro IS\_IN( etat ) for AND-State.
  - Time with temporal evt
    - Temporal Evt queued in the FIFO.

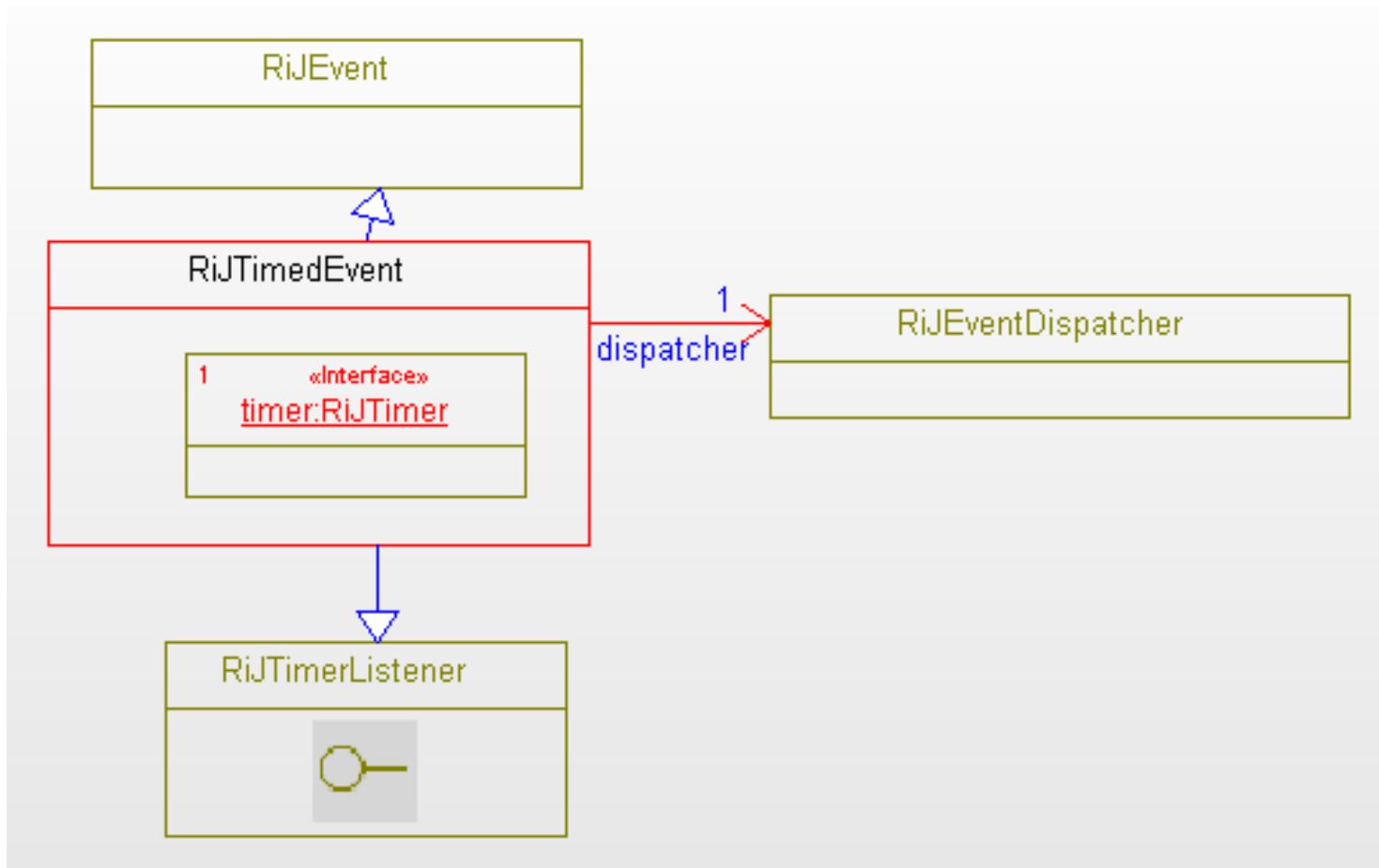
## ■ Model of the active objects in Rhapsody



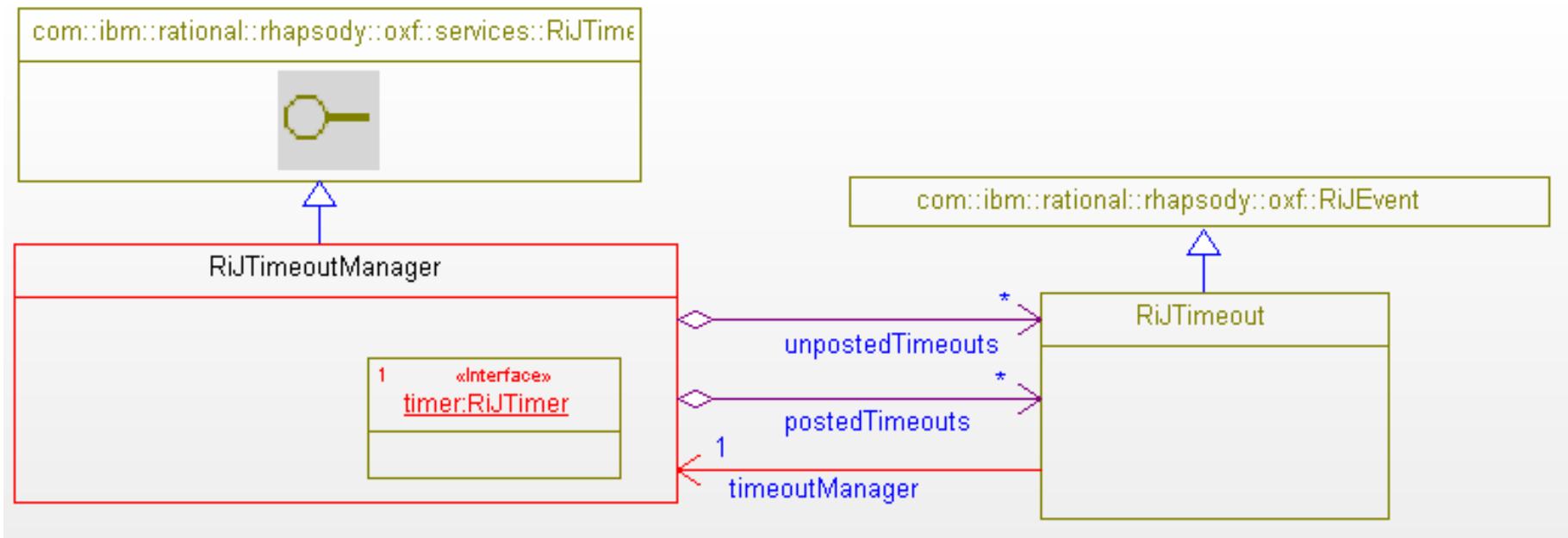
## ■ Model of states relative to statecharts implementation



## ■ Timed event in the Rhapsody execution model.



- Timed event manager in the Rhapsody execution model.

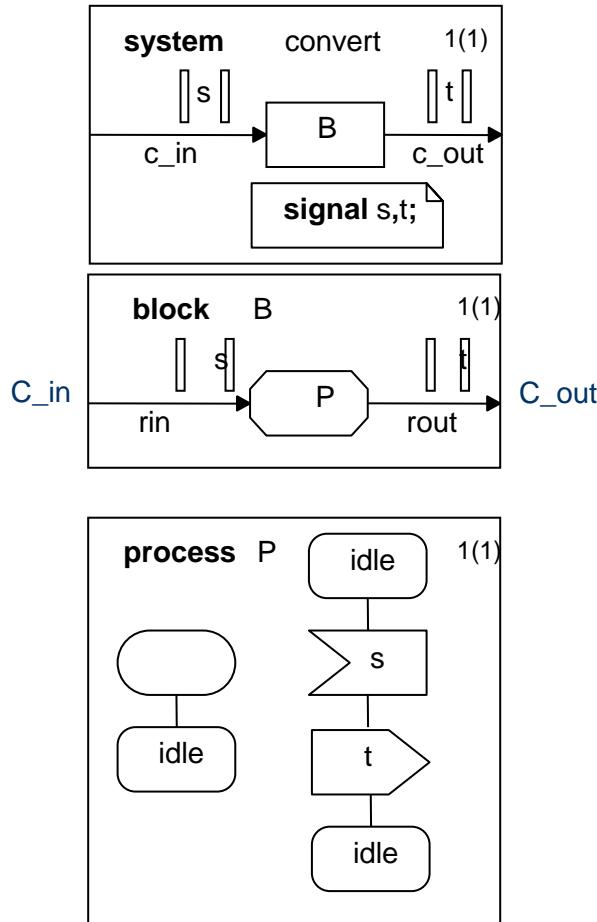


## ■ Générateur de code SDL

- Mise en application d'une démarche de métamodélisation et de production de l'outillage associé
- Travail à rendre le 11 Décembre par mail
  - [Joel.champeau@ensta-bretagne.fr](mailto:Joel.champeau@ensta-bretagne.fr)
  - [Alain.plantec@univ-brest.fr](mailto:Alain.plantec@univ-brest.fr)
- Générateur du code source SDL à partir d'une instance XML ou Json
  - XML ou Json favorise la réutilisation et l'interopérabilité
  - Applicabilité à tout langage dédié
  - Application du pattern Visiteur

## ■ Le langage SDL

- Langage du domaine des télécommunications pour la spécification des protocoles
  - De la règle à forme (années 80) aux outils informatiques actuels (Pragmадev, etc...)
- Standard de l'ITU
  - Modèles de protocoles
  - Description structurelle des systèmes
  - Description comportementale des systèmes
    - Machine à états
    - Communication asynchrone
  - Une syntaxe graphique et textuelle



```

system convert;
signal s,t;

channel c_out nodelay from B to env with t;
endchannel c_in;

channel c_in nodelay from env to B with s;
endchannel c_out;

block B referenced;

endsystem convert;

block B;
channel rin nodelay from env to P with s;
endchannel rin;

channel rout nodelay from P to env with t;
endchannel rout;

process P referenced;

connect c_out and rout;
connect c_in and rin;

endblock B;

```

```

process P;
start;
nextstate idle;

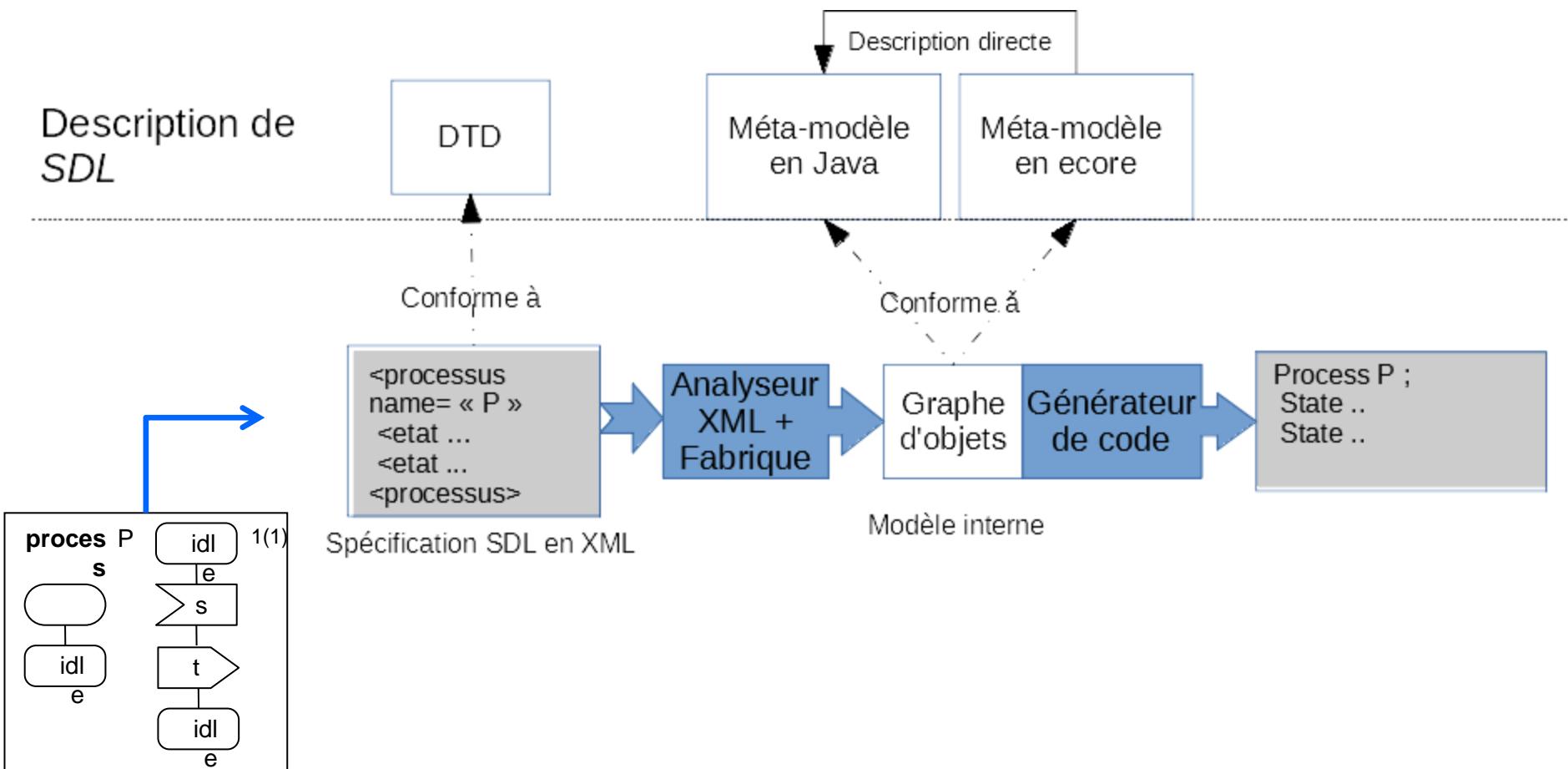
state idle;
input s;
output t;
nextstate idle;

endstate idle;

endprocess P;

```

# La chaîne de génération de code SDL



# La chaîne de génération de code SDL

Travail demandé :

- Faire une recherche documentaire du langage SDL
- Dans un premier temps, nous pouvons retenir uniquement le niveau *System* et le niveau *Process* avec son comportement interne pour la communication (état, transition avec réception et expédition de signaux)
  - En fonction de votre avancée, vous pourrez augmenter la description du langage. Soyez agiles, faites plusieurs itérations !!
- Faire en parallèle :
  - Faire le format XML pour une instance du langage
  - Faire le modèle Ecore comme spécification
    - Utilisation Eclipse
    - Création d'un projet Eclipse Modeling Framework – Ecore Model
- Ecrire le code Java du métamodèle
- Faire le parser XML ou Json
  - Voir documentation d'Alain Plantec
- Faire l'instanciation des classes Java du métamodèle à partir du parcours de l'arbre DOM
- Faire le générateur de code SDL (format textuel) à l'aide d'un visiteur
  - voir le cours d'Alain pour le Visiteur