

30 Transformational Design with Essential Aspect Decomposition: Model-Driven Architecture (MDA)

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1. Model-Driven Architecture
2. Model Mappings
3. Model Merging and Weaving
4. MDSD with domain-specific tagging

➤ Obligatory:

- www.omg.org/mda Model driven architecture.
- MDA Guide. OMG (ed.). Reference document for MDA applications

➤ Optional:

- J. Frankel. Model-driven architecture. Wiley. Excellent book on the concepts of MDA, including the MOF, model mappings.
- Manfred Nagl, editor. Building tightly integrated software development environments: the IPSEN approach, volume 1170 of Lecture Notes in Computer Science. Springer-Verlag Inc., New York, NY, USA, 1996.
- CIP Language Group. The Munich Project CIP, volume 1 of Lecture Notes in Computer Science. Springer-Verlag, 1984.
- Bauer et al. The Munich project CIP. Volume 1: The wide spectrum language CIP-L, volume 183 of Lecture Notes in Computer Science. Springer-Verlag, Berlin, Germany, 1985.
- F. L. Bauer, et al. The Munich Project CIP. Volume II: The Transformation System CIP-S. Springer-Verlag, LNCS 292, 1987.



Problem – Reuse in Product Lines (Product Families)

- Many products must be produced in variants for different platforms (portability problem):
 - Machines ranging from PDA over PC to host
 - Component models from .NET over CORBA to EJB
 - Technical spaces such as Java vs .NET vs. Python

- How to develop a product line with products for all these platforms?

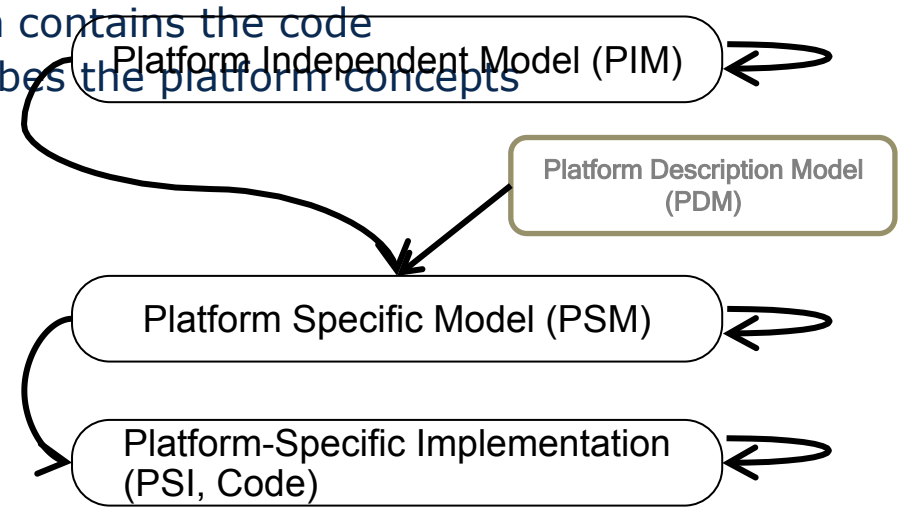
- How to reuse common parts of models?

- Problem: **Design Aging**, one of the biggest problems in software maintenance
 - If an artifact has several representations, such as design, implementation, documentation, and code: always the code is modified, and the other become inconsistent
 - Usually, a design specification **ages** faster than implementation, because the programmers are tempted to change the implementation quickly, due to deadlines and customer requests
 - They “forget” to update the design
- Solution:
 - XP: Single-source principle
 - don't represent in other ways than code
 - “clean code that works”
 - MDA: Generate the code from models, enable a round-trip to solve the problem

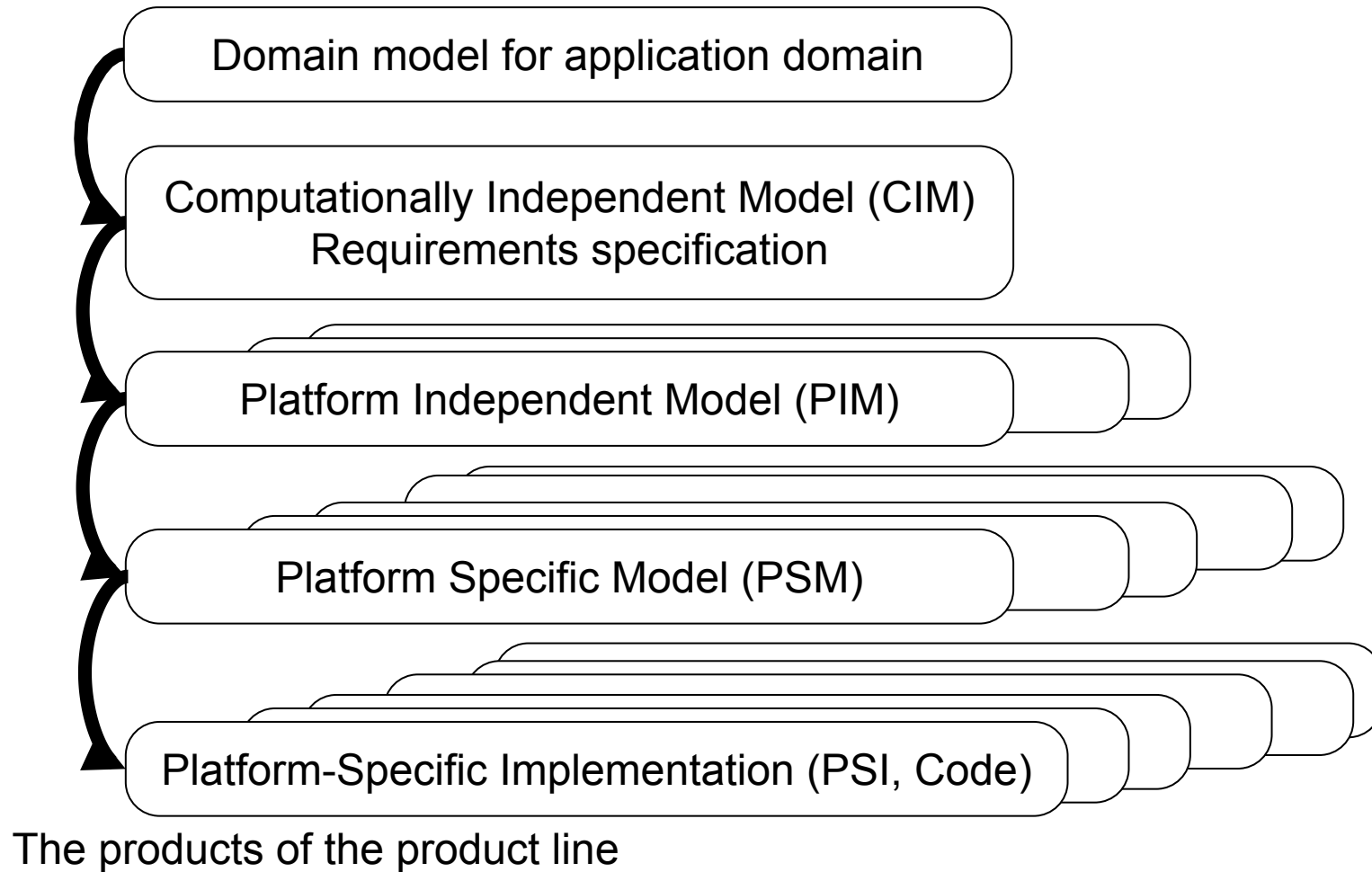
30.1 MODEL-DRIVEN ARCHITECTURE (MDA)

- Refinement-based design and transformative design (with GRS) are an old idea.
 - Broadband languages, such as CIP or IPSEN did this in the 70s already
- Refinement starts with some simple model
- Apply refinement steps:
 - Elaborate (more details – change semantics)
 - Add platform-specific details
 - Semantics-preserving operations
 - Restructure (more structure, but keep requirements and delivery, i.e., semantics)
 - Split (decompose, introduce hierarchies, layers, reducibility)
 - Coalesce (rearrange)
 - TransformDomains (change representation, but keep semantics)

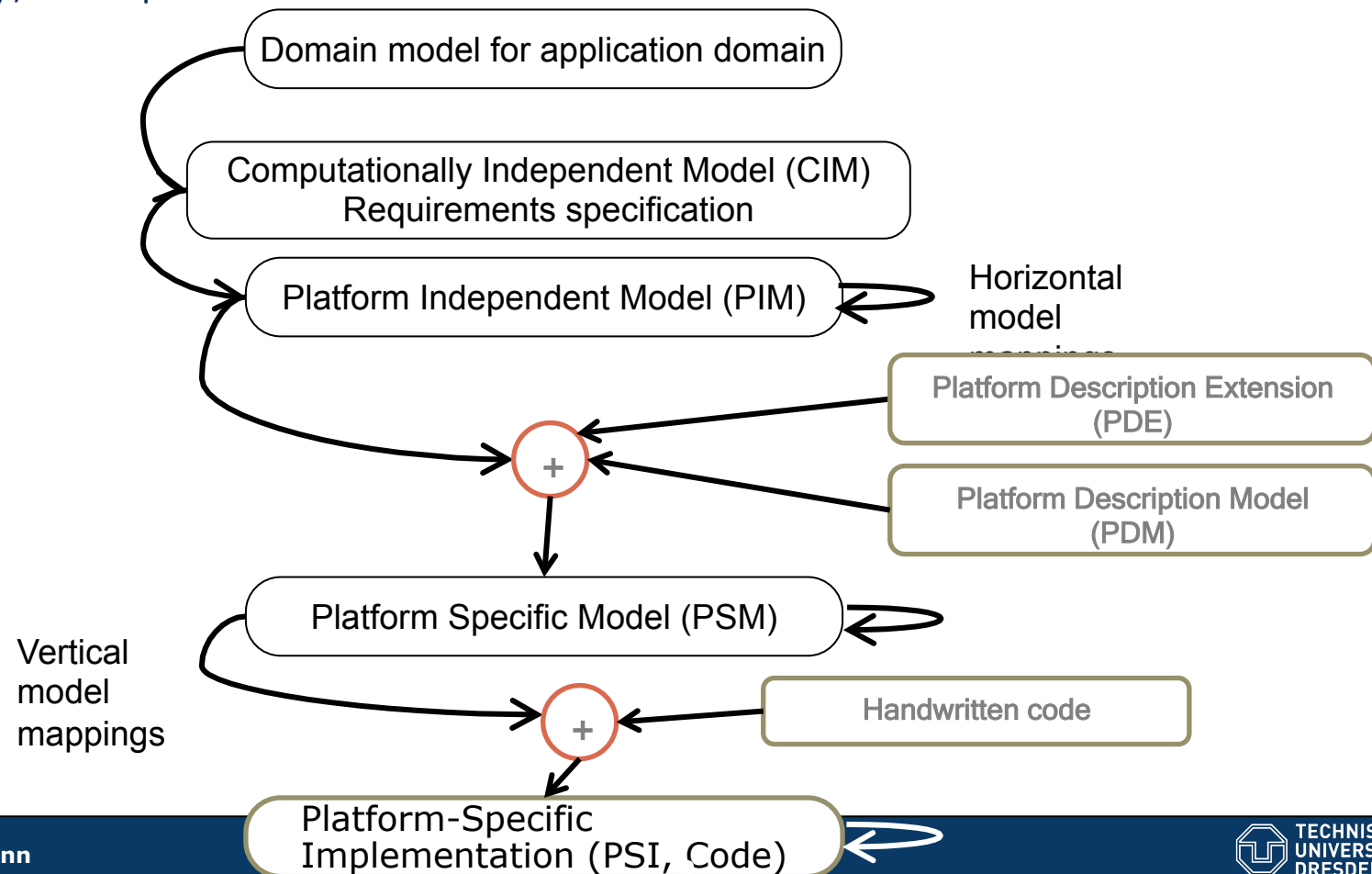
- MDA <http://www.OMG.org/mda> is a refinement- and transformation-based development method for product families (product lines). It uses Essence-Administration-Infrastructure (EAI) aspect-decomposition
- Split the all design models into
 - **Platform-independent model:** The PIM focuses on *essence*, the logical architecture and the *administration* (consistency)
 - **Platform-specific extension:** contains the infrastructure code for a platform
 - **Platform-specific model:** The PSM adds platform-specific details and timing constraints (infrastructure)
 - **Platform-specific implementation** contains the code
 - **Platform description model** describes the platform concepts
- Advantages
 - Separation of concerns: Platform-independent vs platform-dependent issues
 - Portability
 - Automation: derive implementation models from design models (semi-) automatically

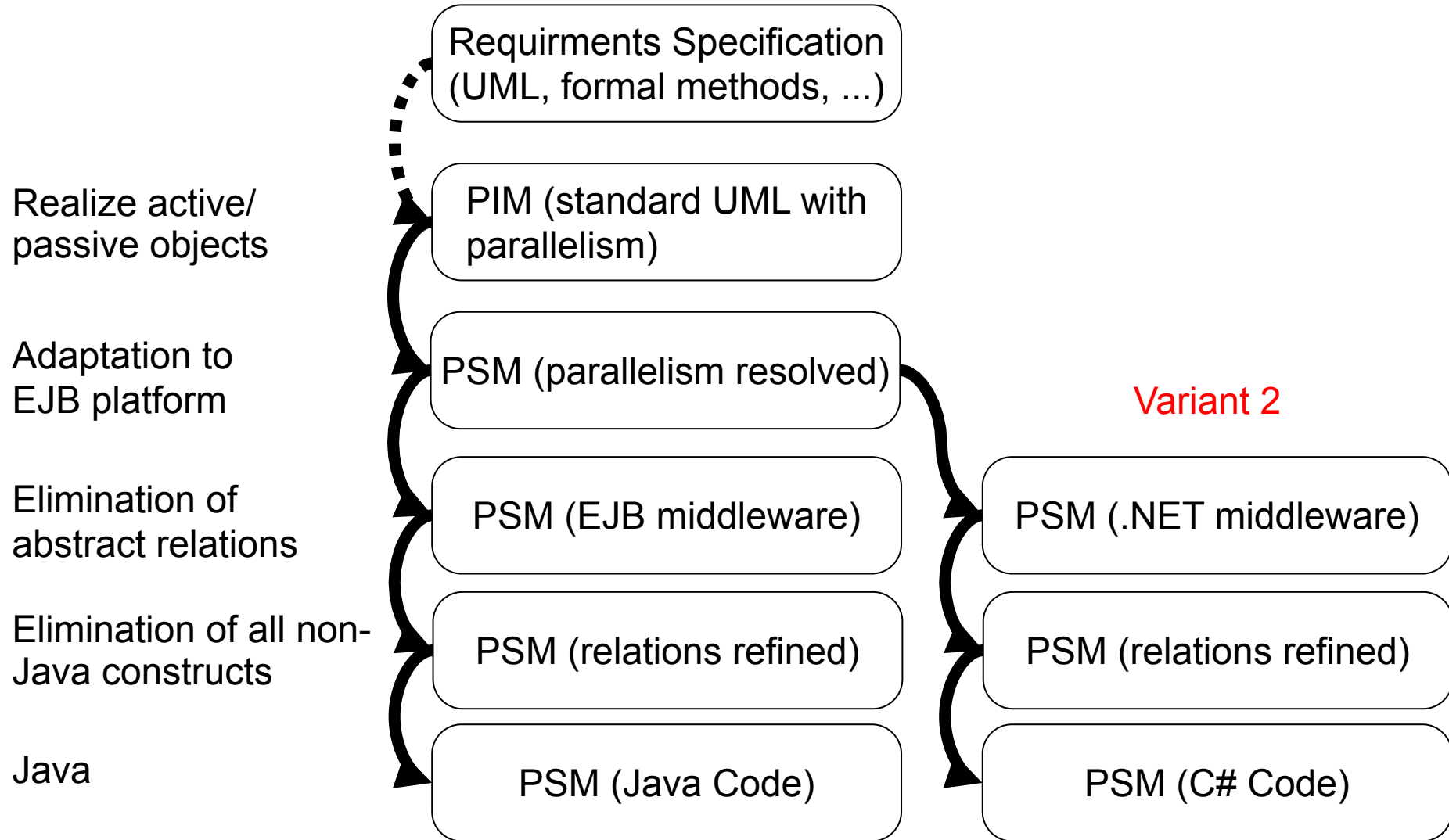


- The upper levels of the platform stack form *transformational frameworks*

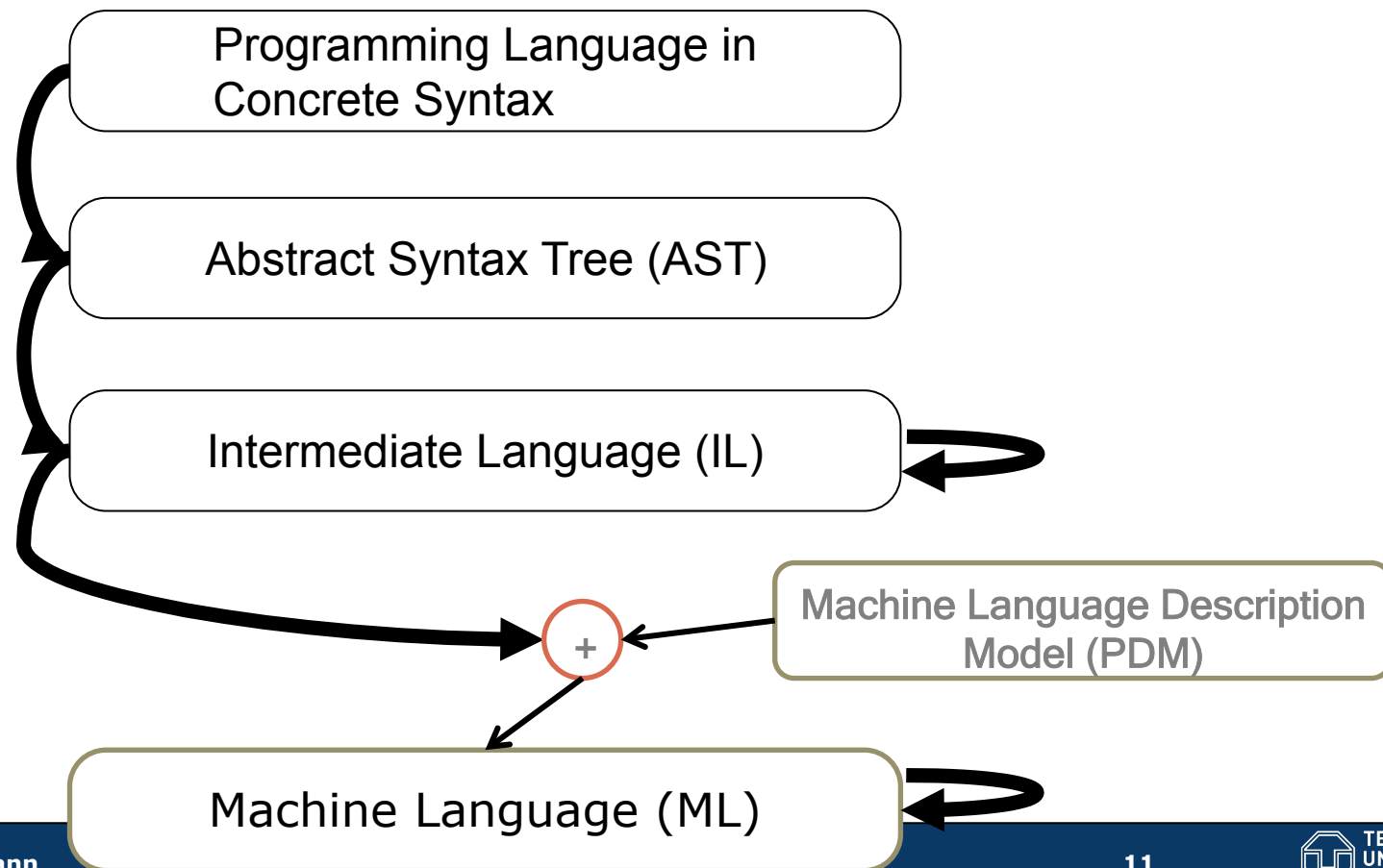


- **Model mappings** connect models horizontally (on the same level) or vertically (crossing levels).
 - From a model mapping, a simple transformation can be inferred
- **Model weavings** weave two input models to an output model
 - Usually, some parts are still hand-written code

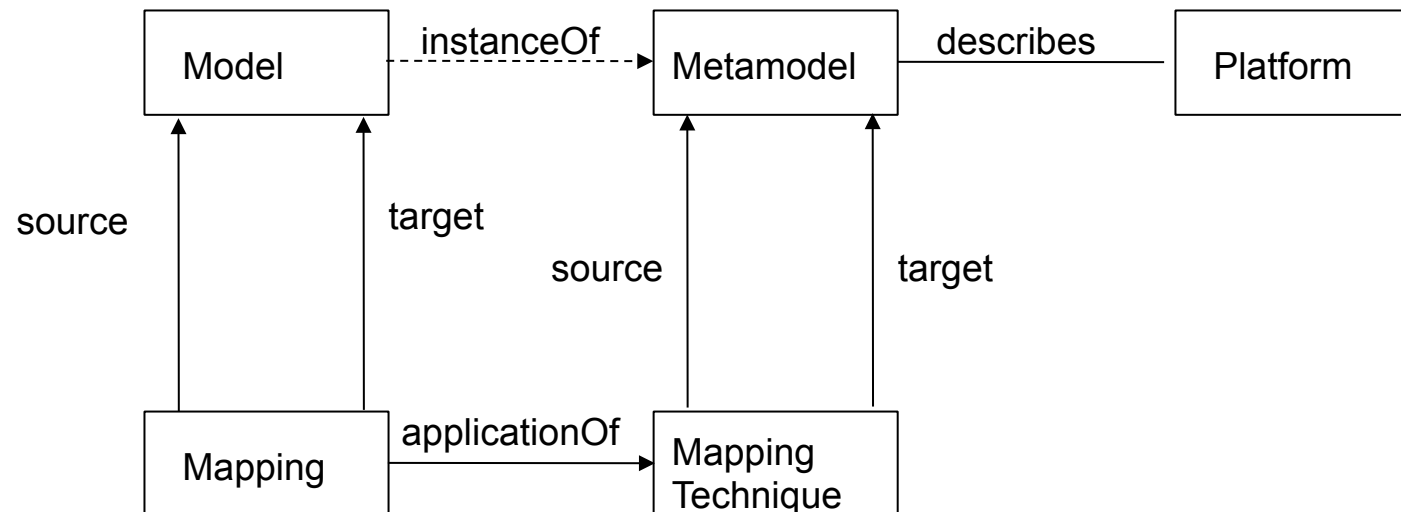




- Metamodels are language descriptions
- Models are intermediate representations
- Platform specific (abstract syntax tree)
- Platform dependent (binary code)



- Remember Model:
 - “A model is a representation of a part of a function of a system, its structure, or behavior”
- Model mappings are transformations from an upper to a lower model
 - The mappings are automatic or semi-automatic: step-wise refinement of the model by transformation



- **Platforms** are *concerns (aspects)*, describing the environment on which a system runs
 - Platforms slice a system into platform-independent (aspect-independent) and platform-dependent parts (aspect-related)
- Platforms define *variability levels* of a system, with variants that produce a variant of the specification
- Possible platforms:
 - Abstract machines
 - Libraries, such as JDK, .NET
 - Implementation languages
 - Java, Eiffel, C#
 - Component models
 - CORBA, Enterprise Java Beans (EJB), .NET-COM+, etc.
 - Ontology of a domain (e.g., medicine)
 - Constraints of the system
 - Time
 - Memory
 - Energy

- MDA sees the system development process as a sequence of transformation steps from requirements to code
 - MDA is an architectural style for transformational frameworks
- Separation of platform information (separation of concerns) reduces dependencies on platform
 - Middleware (.NET, Corba, DCOM, Beans)
 - Platform specific details (resource constraints, memory handling)
 - Platforms in embedded and realtime systems
 - Domain
- Reuse of PIM for many platforms
 - The PIM is a *generic framework* for a product family
 - A *transformational* framework, not an object-oriented framework
- MDA provides generic frameworks for designs and models
 - Parameterization with model mappings

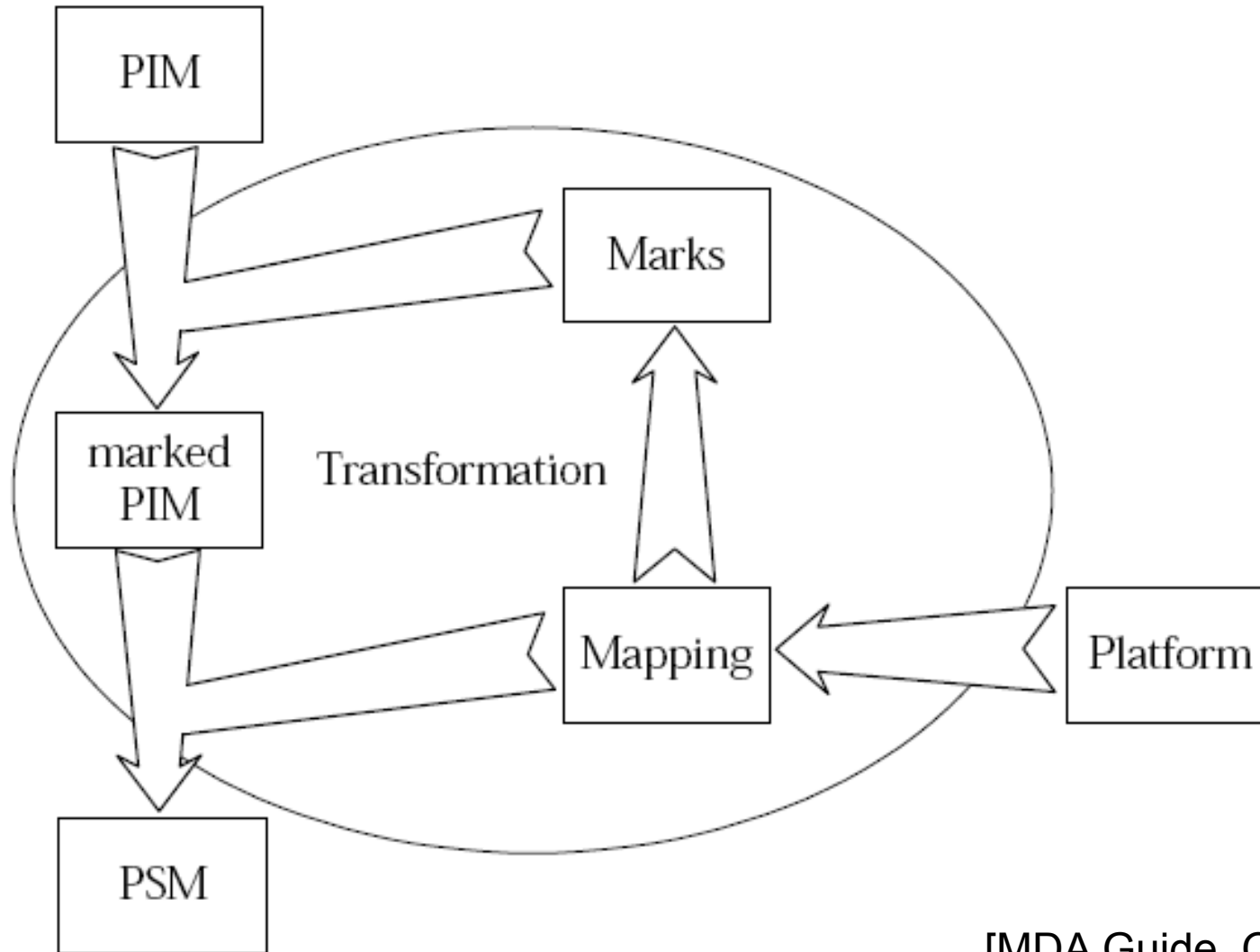


30.2 MODEL MAPPINGS

- The MDA Guide suggests several *MDA patterns*, i.e., mapping patterns between PIM and PSM:
- **Instantiation:** binding the formal parameters of a template (instantiation of templates, framework instantiation) [see Design Patterns and Frameworks]
- **Isomorphic mapping:** expand a tag in a PIM to n elements of a PSM (1:1 mapping)
 - Important to map a element of a PIM to several elements of a PSM
 - The extension information of a PSM can be expressed as one stereotype in a PIM (marked PIM)
- **Homomorphic mapping:** expand a tag in a PIM to n elements of a PSM (1:n mapping)
 - Important to map a element of a PIM to several elements of a PSM
 - The extension information of a PSM can be expressed as one stereotype in a PIM (marked PIM)
- **Concept transformation mapping:** Change a concept of a PIM into another concept in a PSM
 - For instance, a PIM method to a PSM Command object
- **Aspect mappings:** aspects are woven into the core PIM

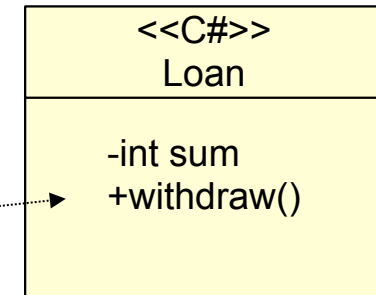
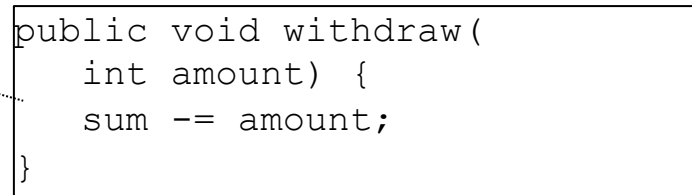
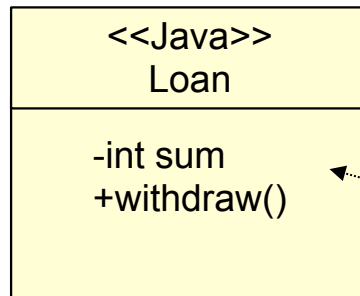
- **1:1 or 1:n mappings (isomorphic mappings, marked PIMs)** are important
 - They introduce an exclusively-owns relationship from 1 element of the PIM to n elements in the PSM
 - Supported by many UML and MDA tools
 - They partition the PIM and the PSM: The border of a partition is demarcated by the PIM tag
 - This serve for clear responsibilities, on which level a partition is edited

- A **(UML) profile** is a metamodel describing a platforms or a domain
 - Technically, a profile is a set of new stereotypes and tagged values
 - Stereotypes correspond to metaclasses
 - A profile has a metamodel that extends the UML metamodel
 - Stereotypes are metaclasses in this metamodel that are derived from standard UML metaclasses
- Examples platform profiles:
 - EDOC Enterprise Distributed Objects Computing
 - Middleware: Corba, .NET, EJB
 - Embedded and realtime systems: time, performance, schedulability
- A *profile* can describe a domain model
 - or ontology, if domain is large enough
 - A *profile* can be the core of a domain specific language (DSL)
 - With own vocabulary, every entry in metamodel is a term
- Examples:
 - Banking, insurances, cars, airplanes, ...



[MDA Guide, OMG]

- Different class implementations in a PSM, refining to different languages, using different patterns



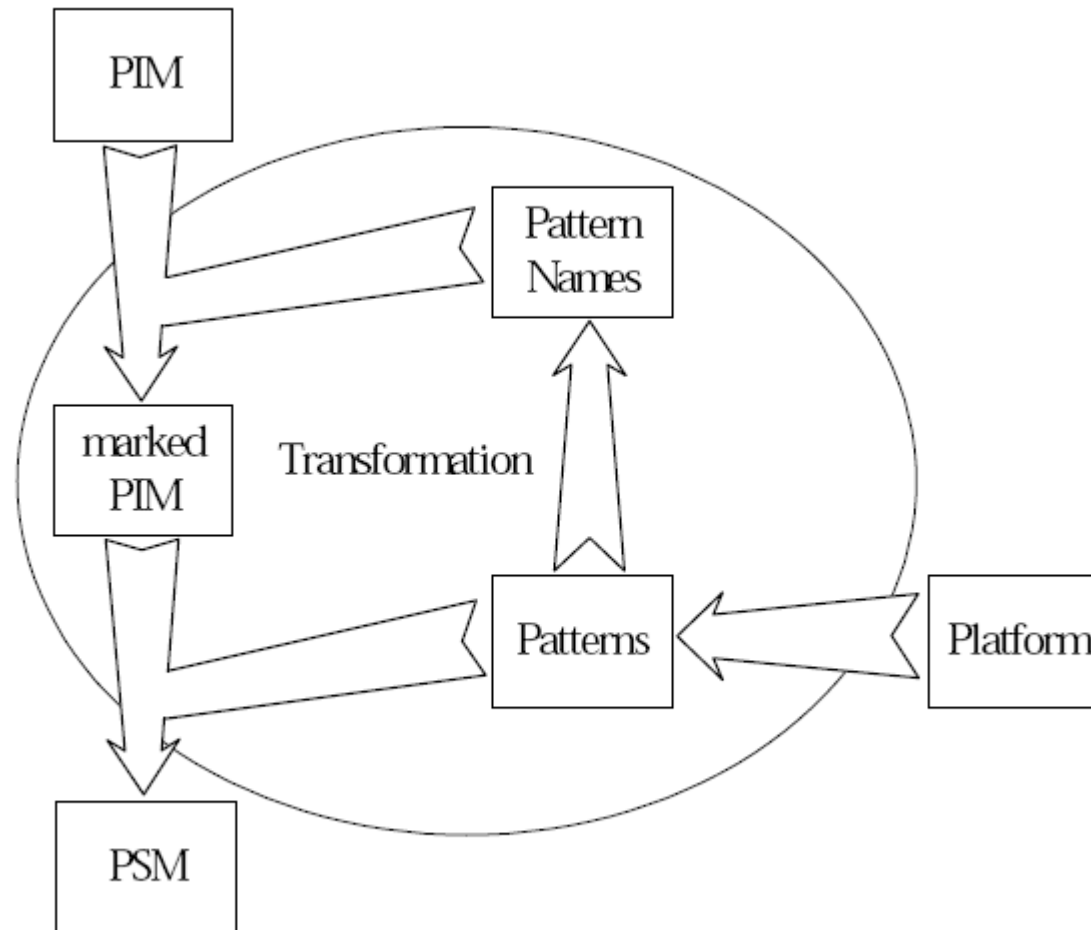
```

// Java implementation as a decorator
class Loan extends Account {
  // decorator backlink
  Account upper;

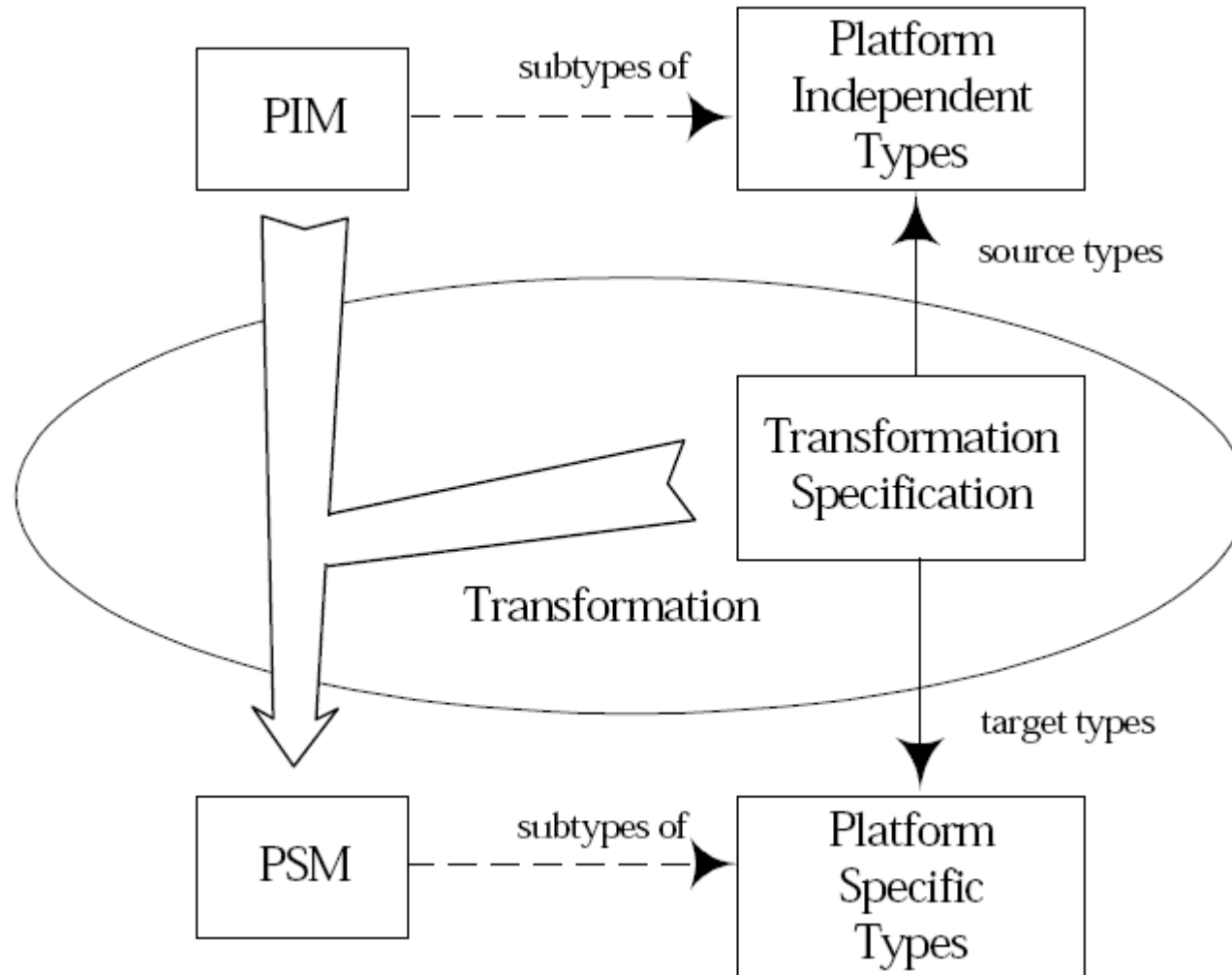
  private int sum;
  public void withdraw(
    int amount) {
    sum -= amount;
  }
}
  
```

```

// C# implementation: a partial class
class Loan partial Account {
  private int sum;
  public void withdraw(
    int amount) {
    sum -= amount;
  }
}
  
```

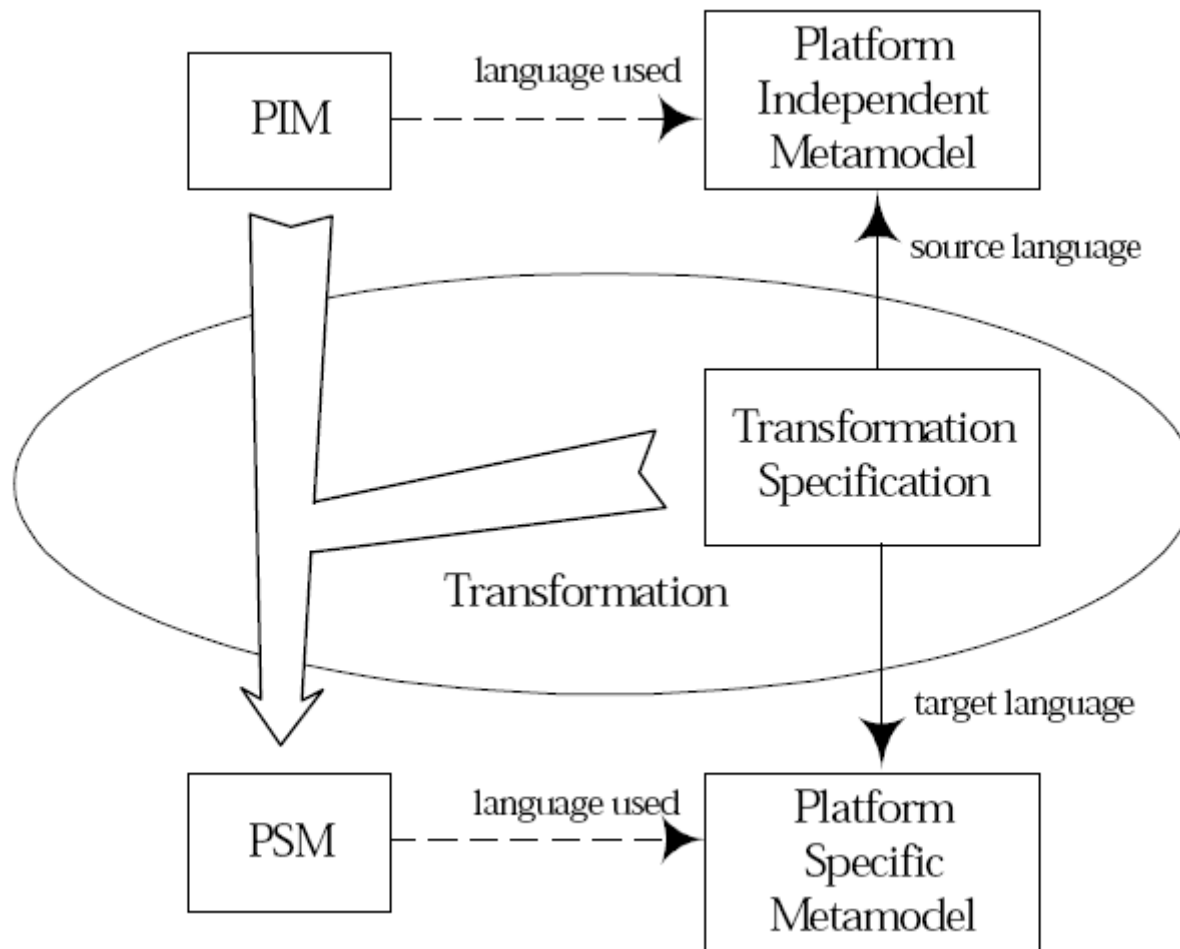


[MDA Guide, OMG]



[MDA Guide, OMG]

- If the metamodel is changed in a vertical transformation, we speak of a **exogeneous transformation**

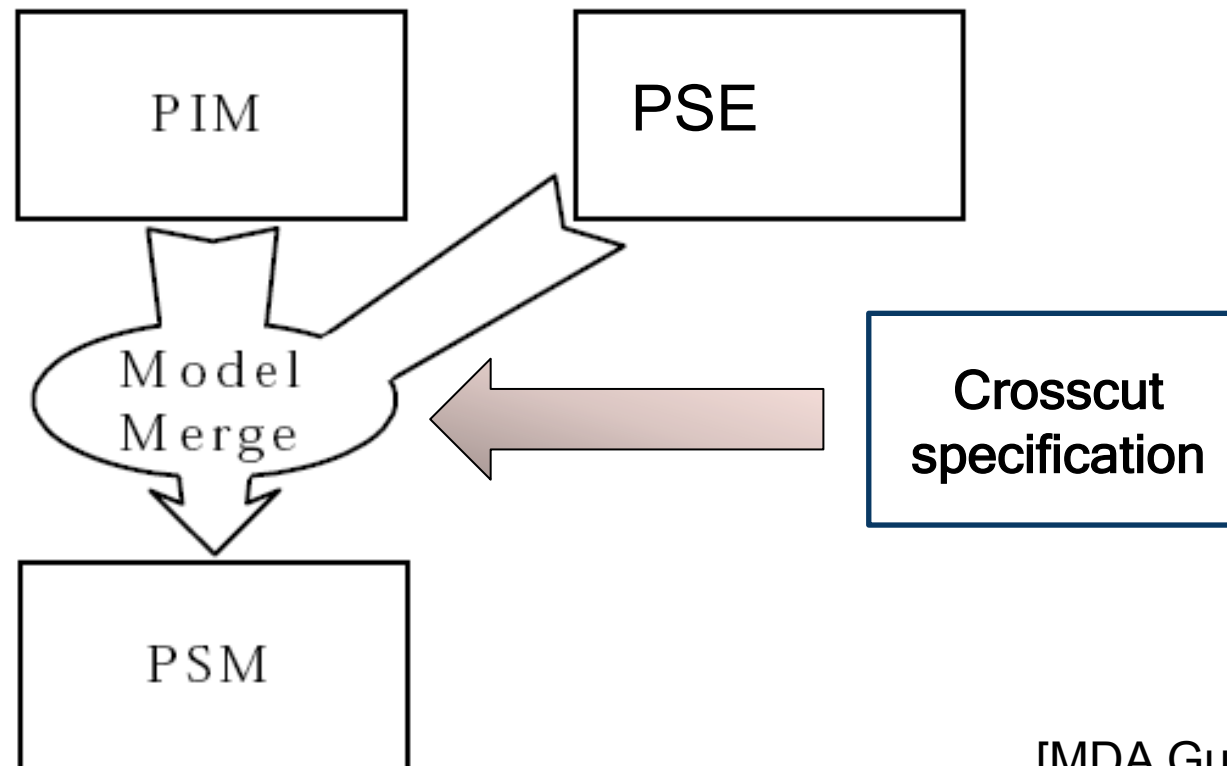


[MDA Guide, OMG]

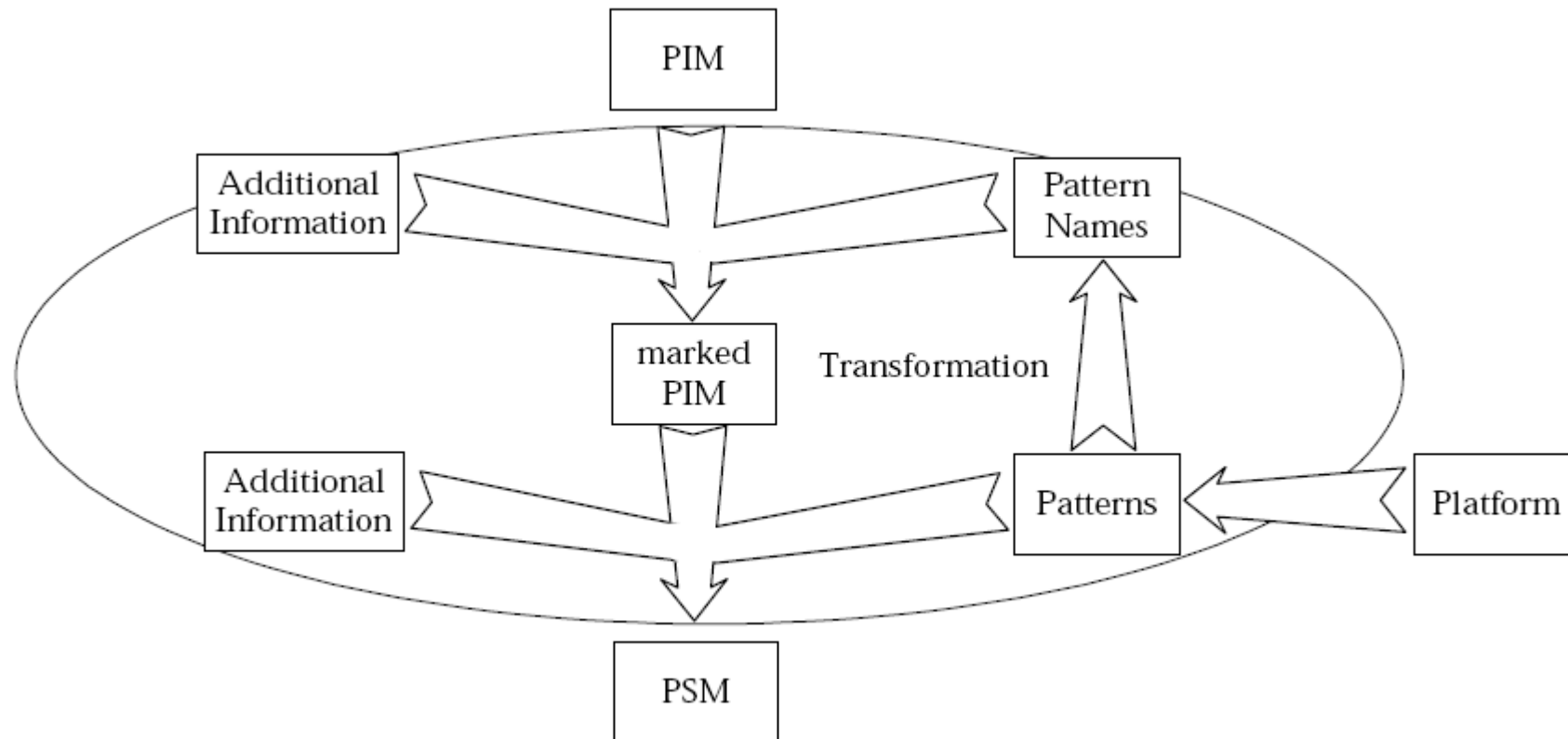


30.3 MODEL WEAVING

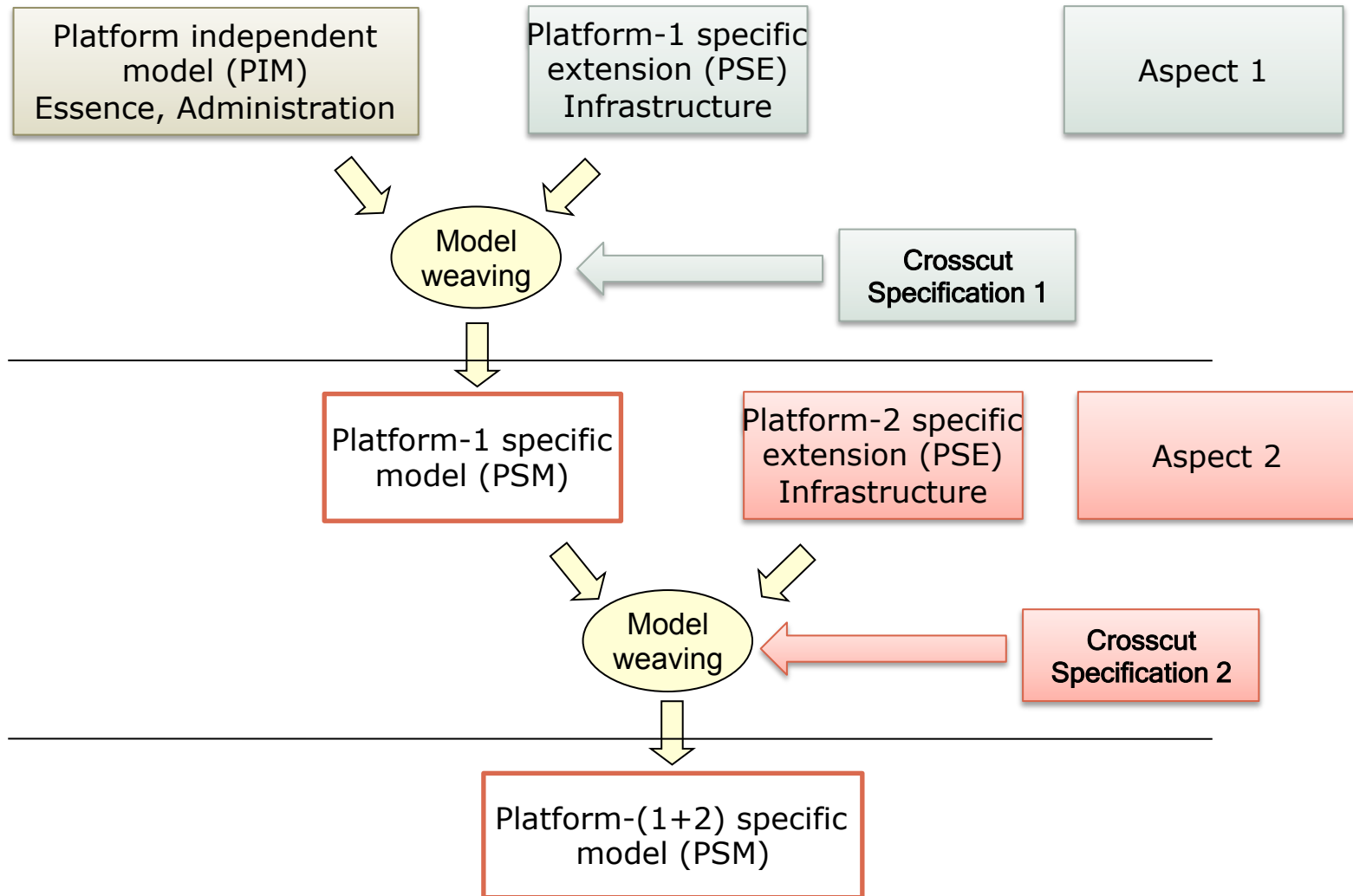
- **Model merging** enters an extension into a core model, i.e., a PSE into a PIM
- **Model weaving** uses a crosscut specification how to do this



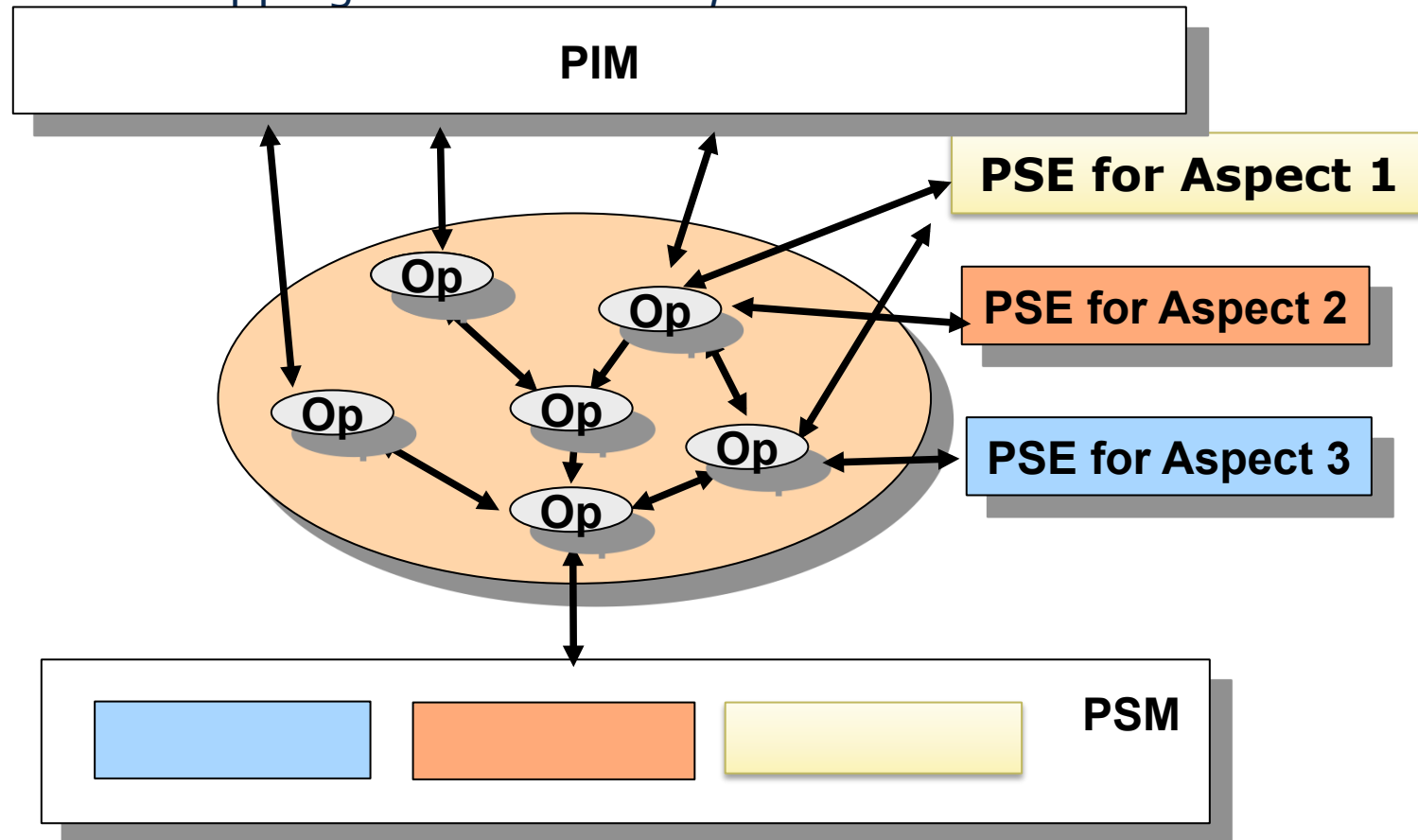
[MDA Guide, OMG]



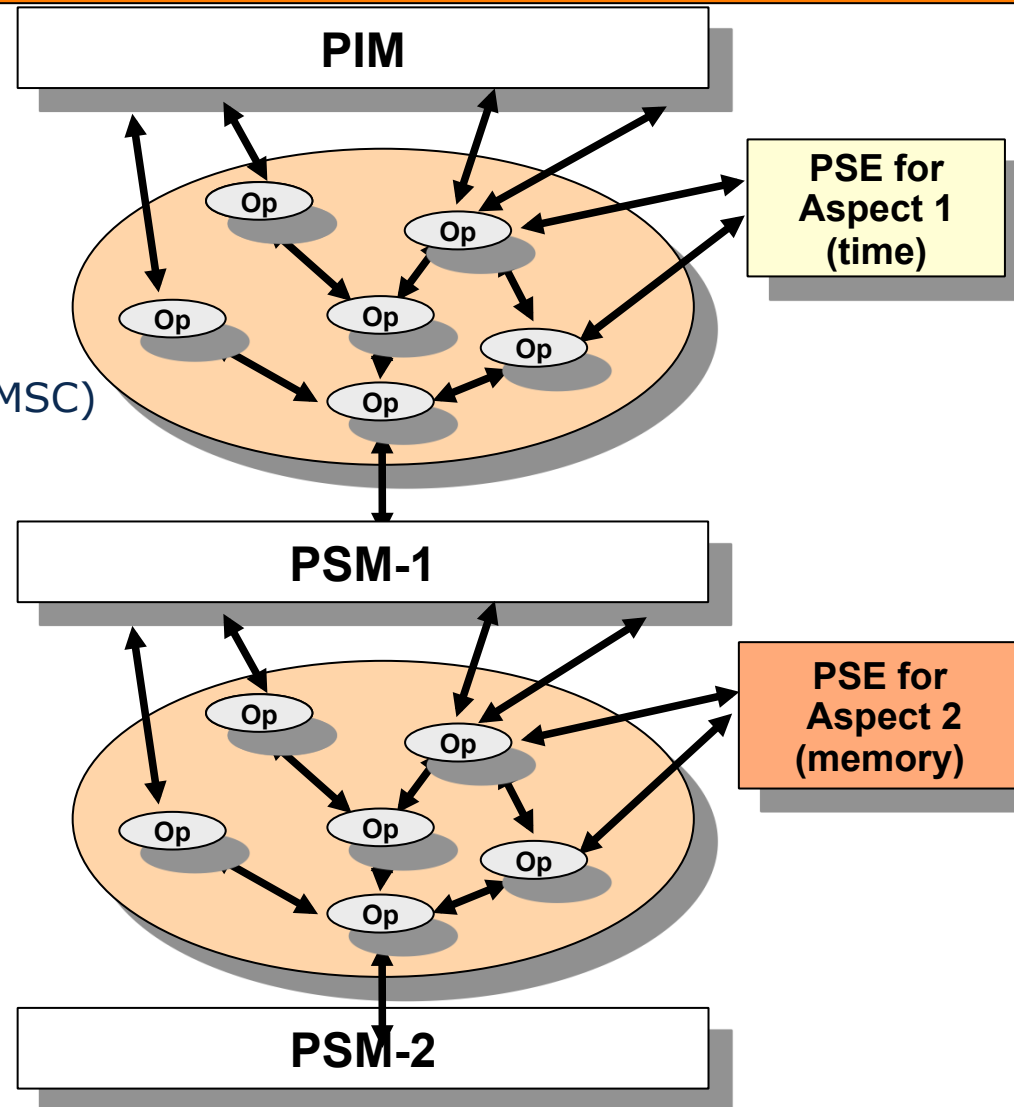
[MDA Guide, OMG]

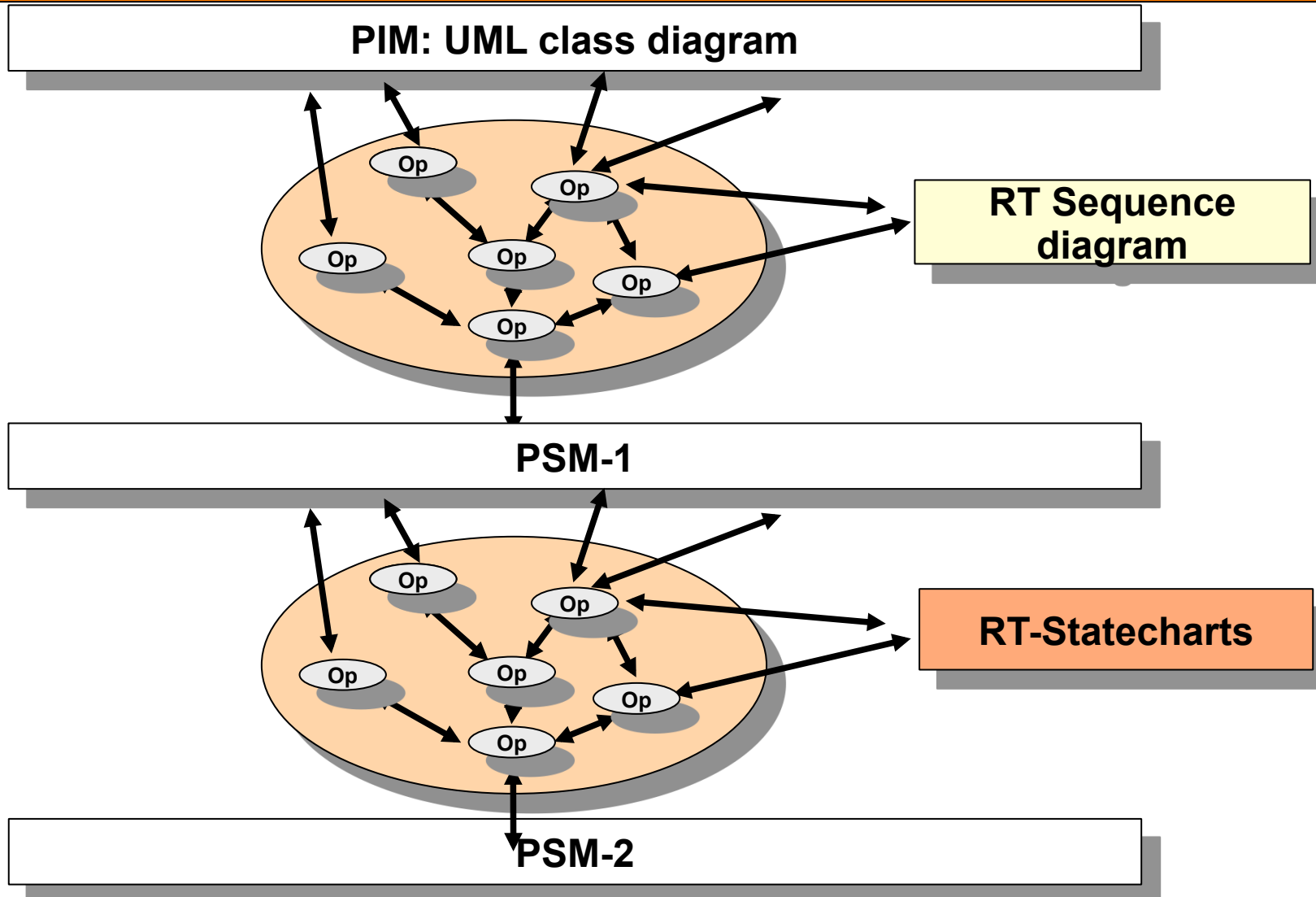


- Describe *platform specific extension (PSE)* as *aspects* or *views*
- The PIM is the *core*, the PSM the *weaved system*
- The model mapping becomes an *aspect weaver*

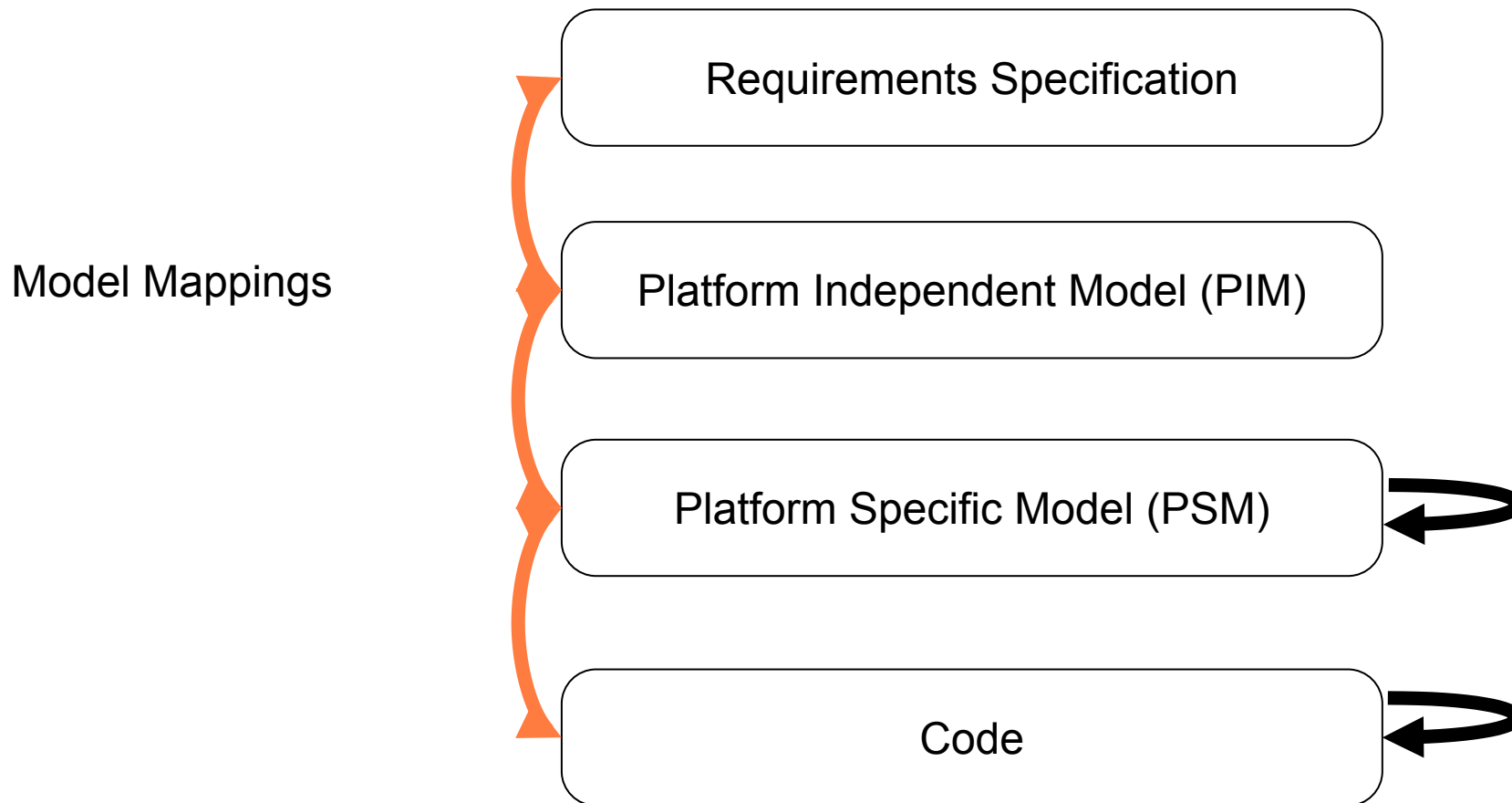


- HIDOORS EU Projekt (High Integrity Distributed Object-Oriented Real-Time Systems), <http://www.hidoors.org>
- MDA for RT-UML
 - Realtime sequence diagrams (MSC)
 - UML realtime statecharts
- Transformation into timed automata of Uppaal model checker

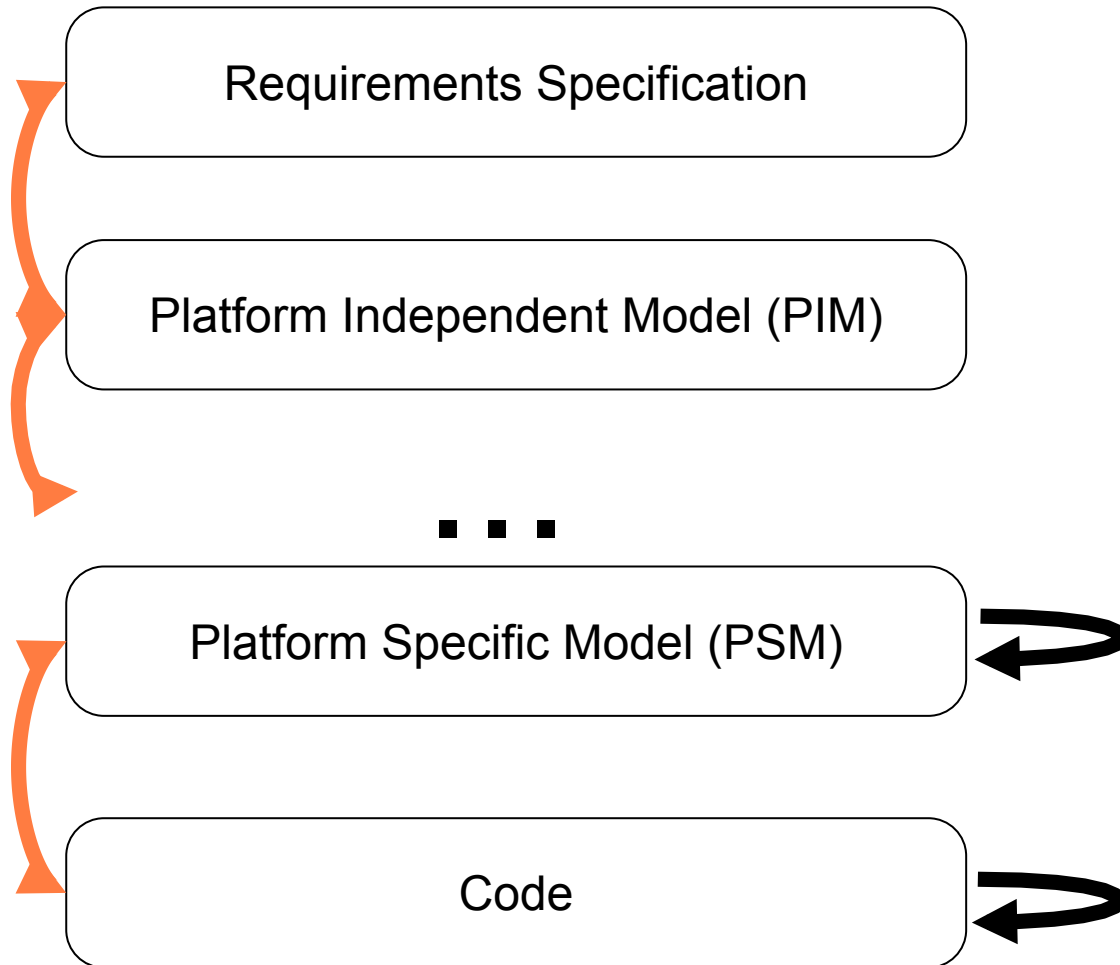




- Otherwise, the models age (design aging)
- This is still an unsolved problem

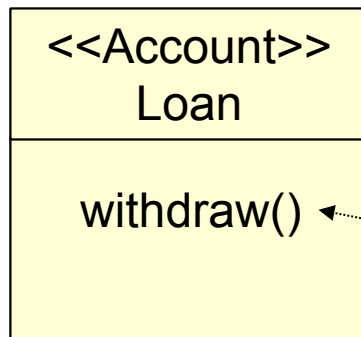


“platform stack”



30.4 DOMAIN-SPECIFIC MARKING

- **Model-based software development (MDSD, MDD)** tags UML diagrams with *domain profiles*
 - From the profile stereotypes and tags, domain-specific code is generated
 - set/get, standard functions, standard attributes
 - compliance functions for component models
- <!--In contrast, MDA profile tags are platform-specific-->



```
public void withdraw(
    int amount) {
    sum -= amount;
}
```

```
class Loan extends IAccount {
    private Person owner;
    void setOwner(Person p) {...}
    Person getOwner() {...}
    private int sum;
    /** end generated code */
    public void withdraw(
        int amount) {
        sum -= amount;
    }
    /** begin generated code */
}
```

- MDA(R) is a trademark of OMG