

# 52. Orthographic Software Modeling (OSM) with Single Underlying Model (SUM) - A 1-TS-Megamodel with Total Consistency

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<http://st.inf.tu-dresden.de/teaching/most>

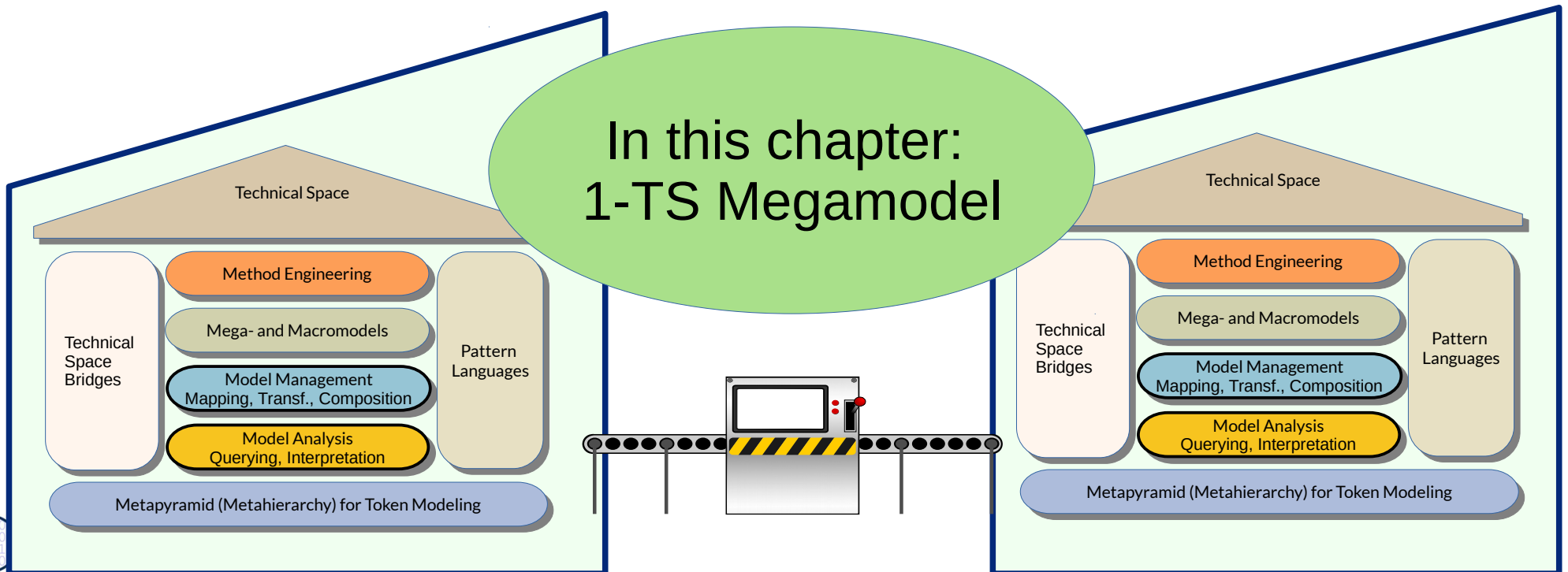
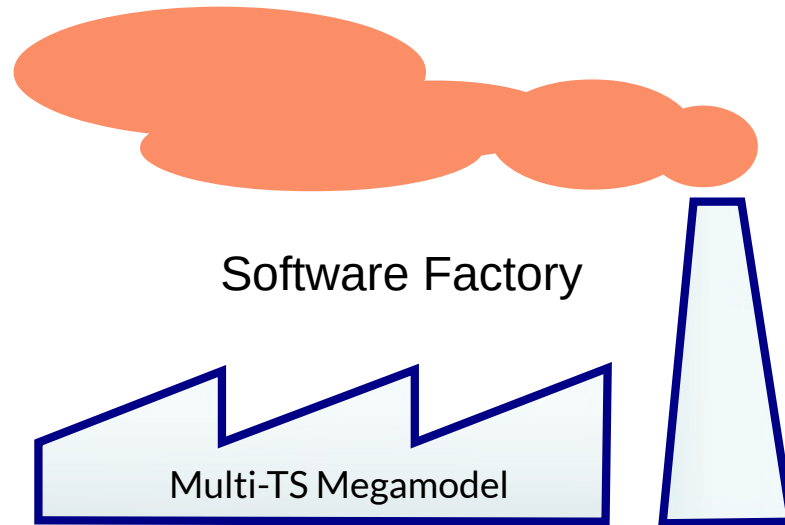
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- 1) Orthographic Software Modeling (OSM) and Single Underlying Model (SUM)
- 2) Lenses



DRESDEN  
concept  
Exzellenz aus  
Wissenschaft  
und Kultur

# Q11: A Software Factory's Heart: the Multi-TS Megamodel



# References

- ▶ Zinovy Diskin and Yingfei Xiong and Krzysztof Czarnecki. From State- to Delta-Based Bidirectional Model Transformations: the Asymmetric Case. *Journal of Object Technology*, 2011, vol. 10, 6, pp. 1-25,
  - <http://dx.doi.org/10.5381/jot.2011.10.1.a6>
- ▶ J. Nathan Foster and Michael B. Greenwald and Jonathan T. Moore and Benjamin C. Pierce and Alan Schmitt. Combinators for Bi-Directional Tree Transformations: A Linguistic Approach to the View Update Problem, *ACM Transactions on Programming Languages and Systems*, Vol 29(3), pp. 17, 2007
  - <http://www.cis.upenn.edu/~bcpierce/papers/newlenses-popl.pdf>

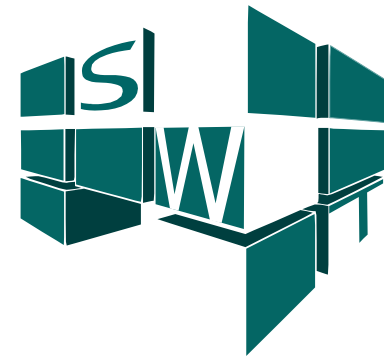
# ***Synchronization of Projective Views on a Single Underlying Model (A Orthographic Macromodel)***

These slides are courtesy to:  
Christian Vjekoslav Tunjic  
Colin Atkinson

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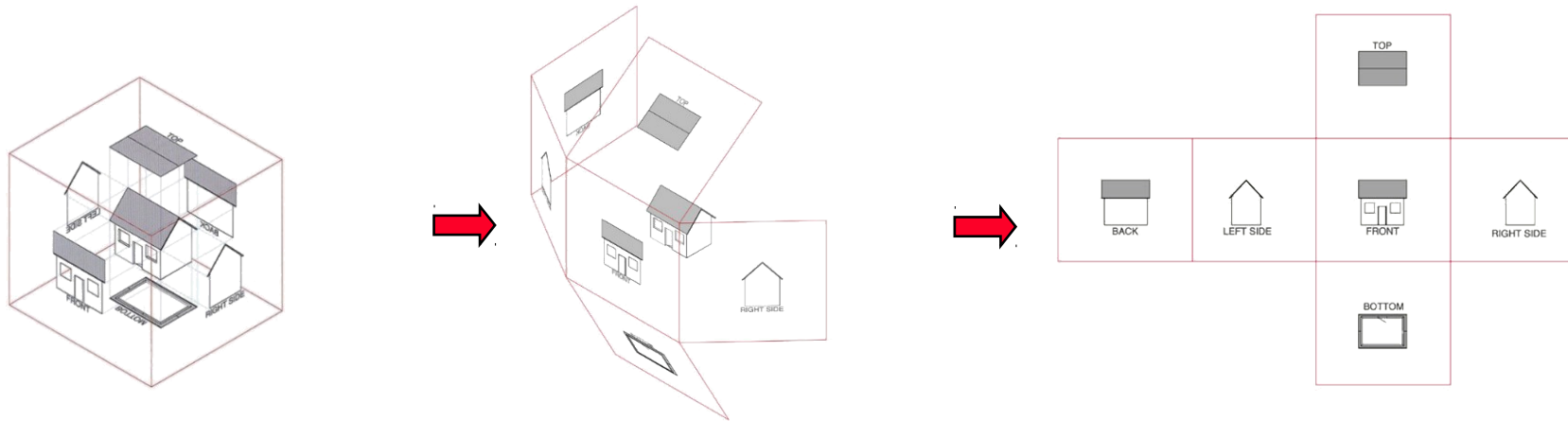


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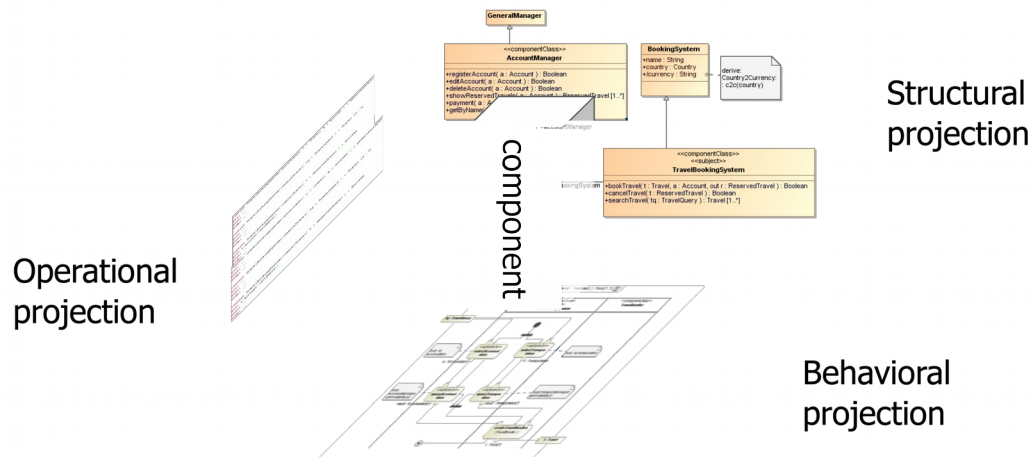
# 52.1 Orthographic Software Modeling (OSM)



- other engineering disciplines have a long and successful tradition of technical drawing - orthographic projection



- so why don't we do this in software engineering?

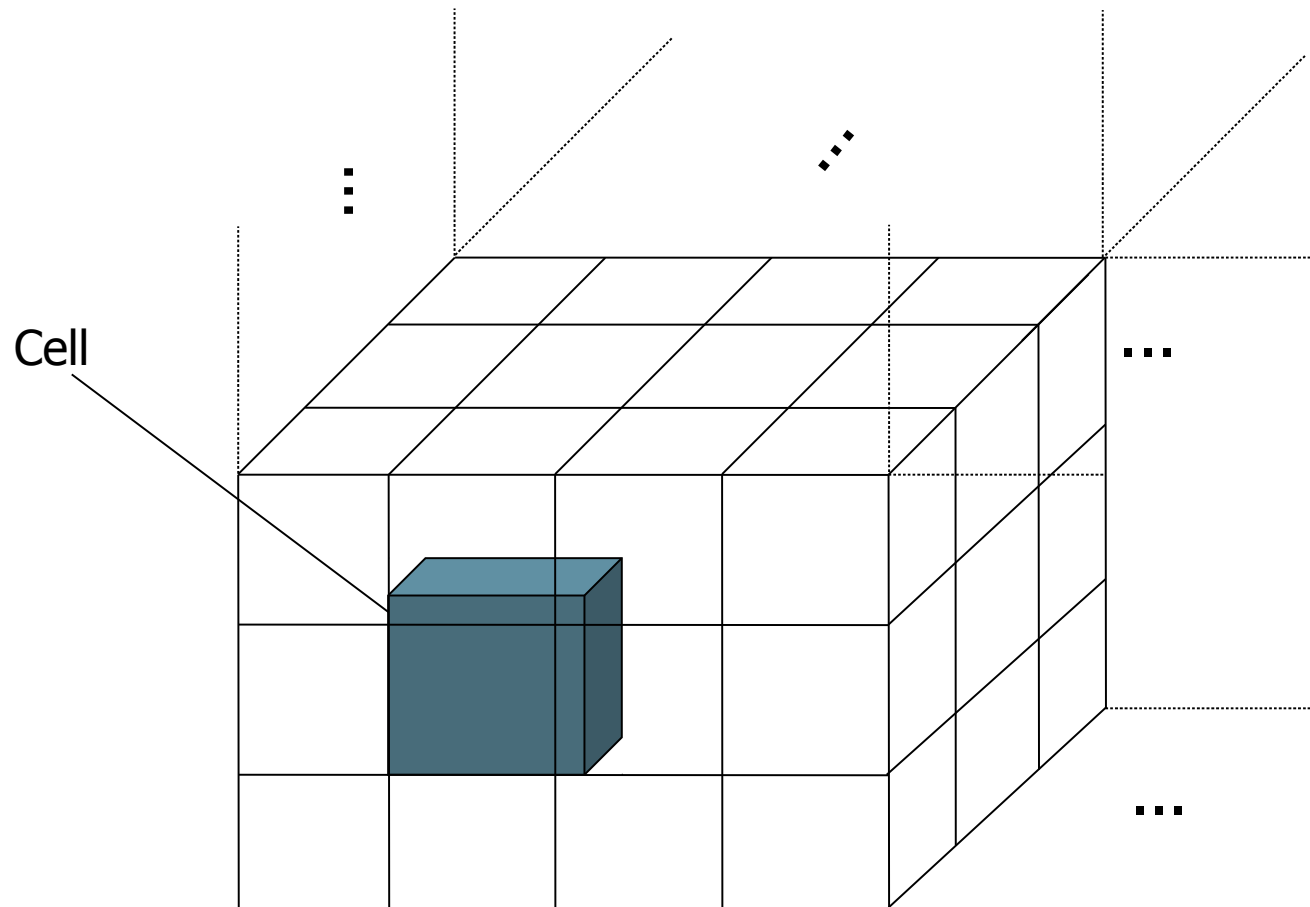


- On demand view generation (projective views)
- Dimension-based navigation
- View-based methodology

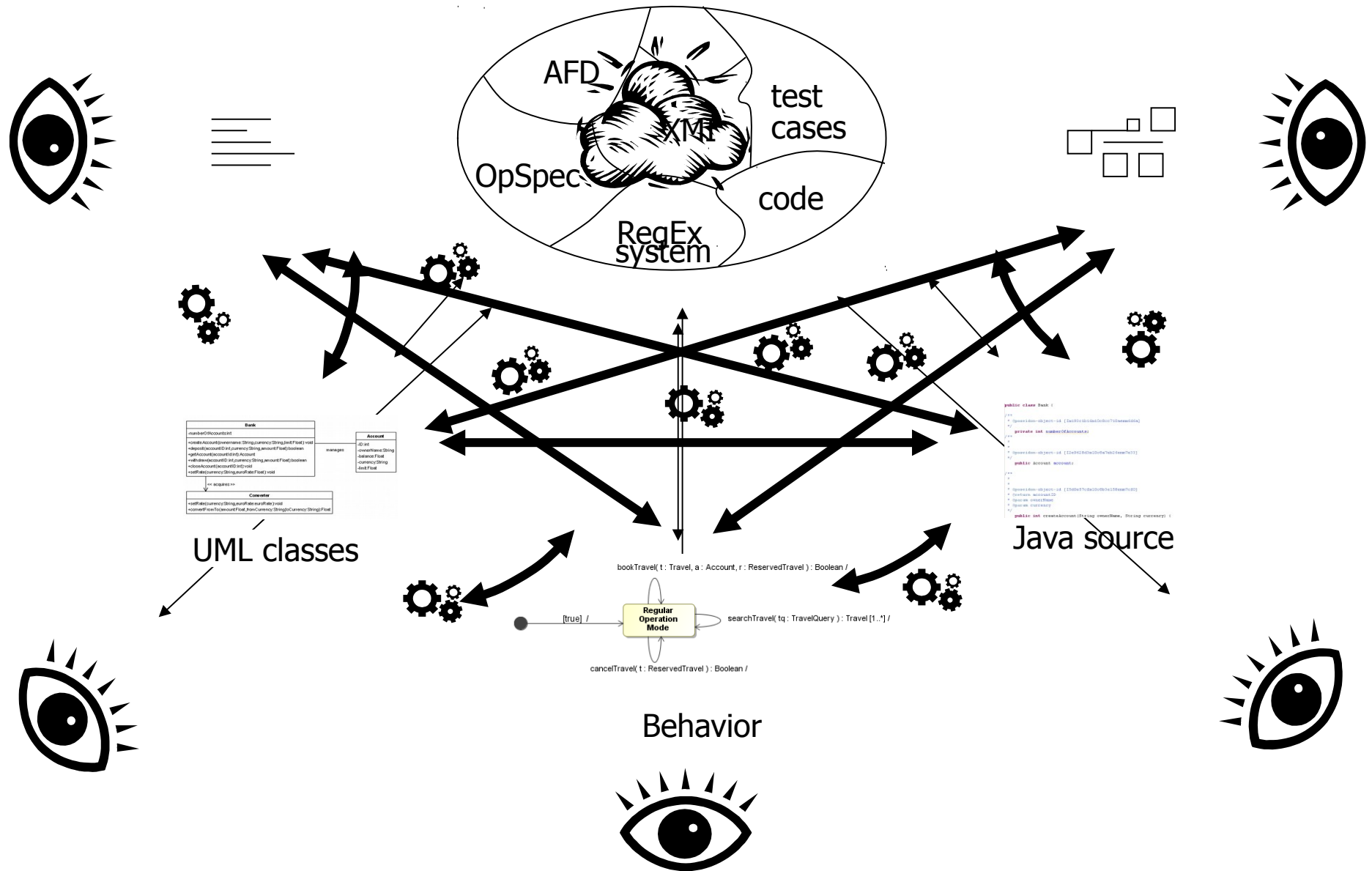
# Dimension Based Navigation



- views organized in a multi-dimensional cube
- one choice always “selected” from each dimension
- each cell represents a viewpoint



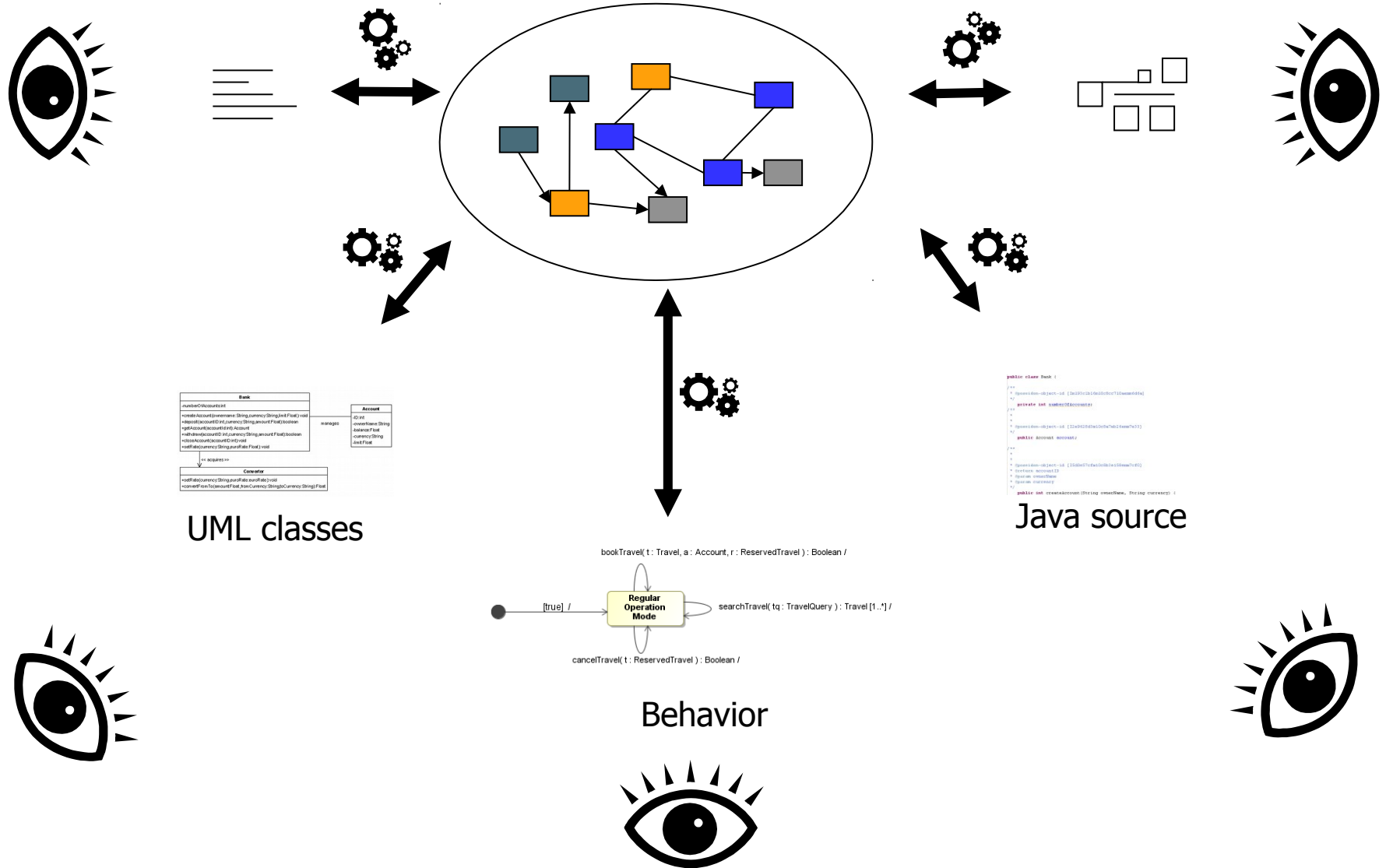
# Traditional View-based Environment



# On-Demand View Generation



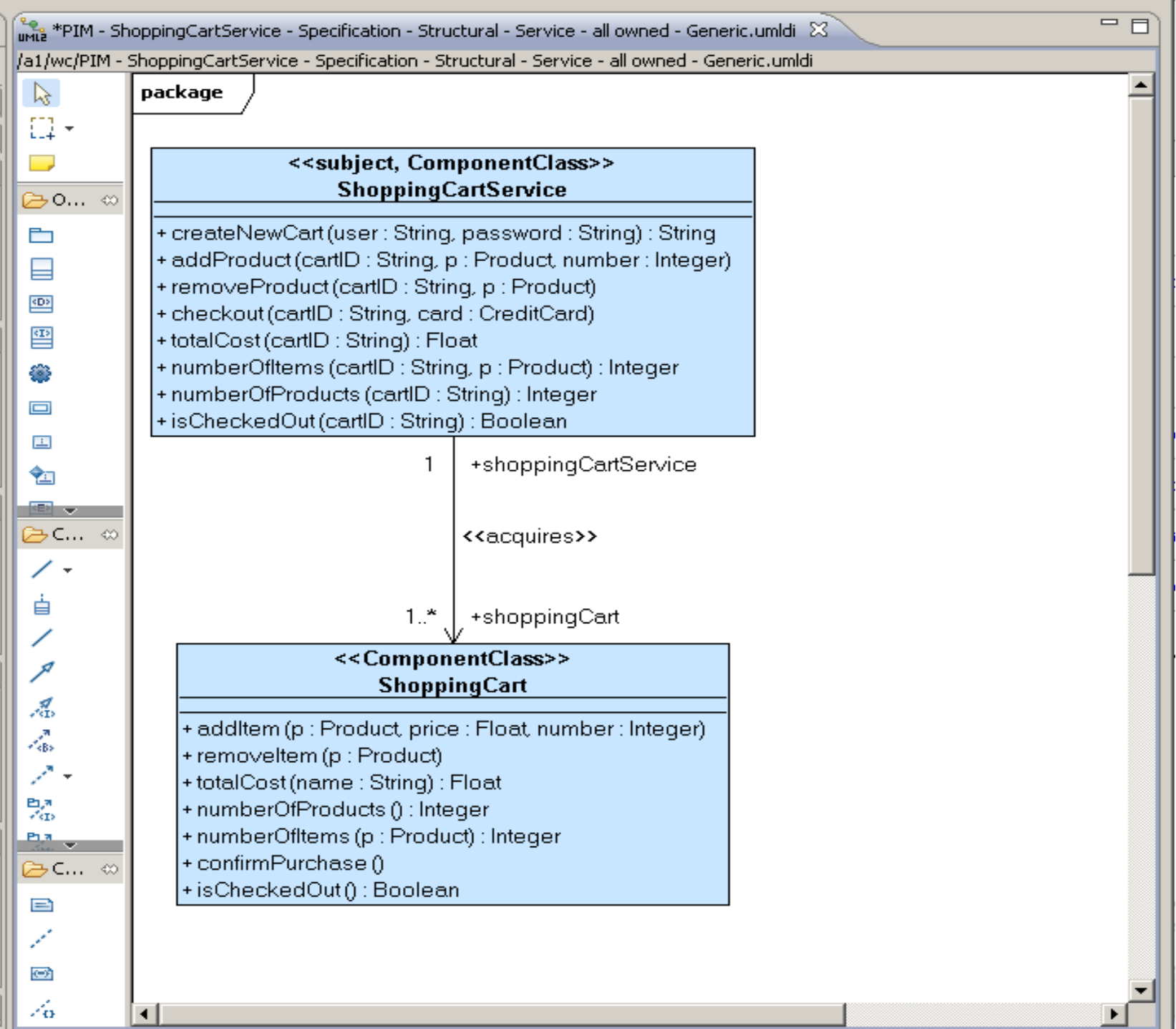
## Single Underlying Model





Dimension Explorer

- Abstraction(PIM)
- Version(latest)
- Component
  - ShoppingCart
  - ShoppingCartService
- Encapsulation
  - Specification
  - Realization
- Facet
  - Structural
  - Operational
  - Behavioral
  - Variational
- Granularity
  - Service
  - Type
- Operation
  - all owned
    - createNewCart
    - addProduct
    - removeProduct
    - checkout
- Variant(Generic)



Navigator Dimension Explorer

**Abstraction(PIM)**

**Version**

- latest
- 3 (Dez 01, 14:23:51)
- 2 (Dez 01, 14:22:17)
- 1 (Dez 01, 14:21:26)

**Component**

- TravelAgent
- AccountManager
- TravelBookingSystem
- AccomodationAgent

**Encapsulation**

- Specification
- Realization

**Projection**

- Structural
- Operational
- Behavioral
- Variational

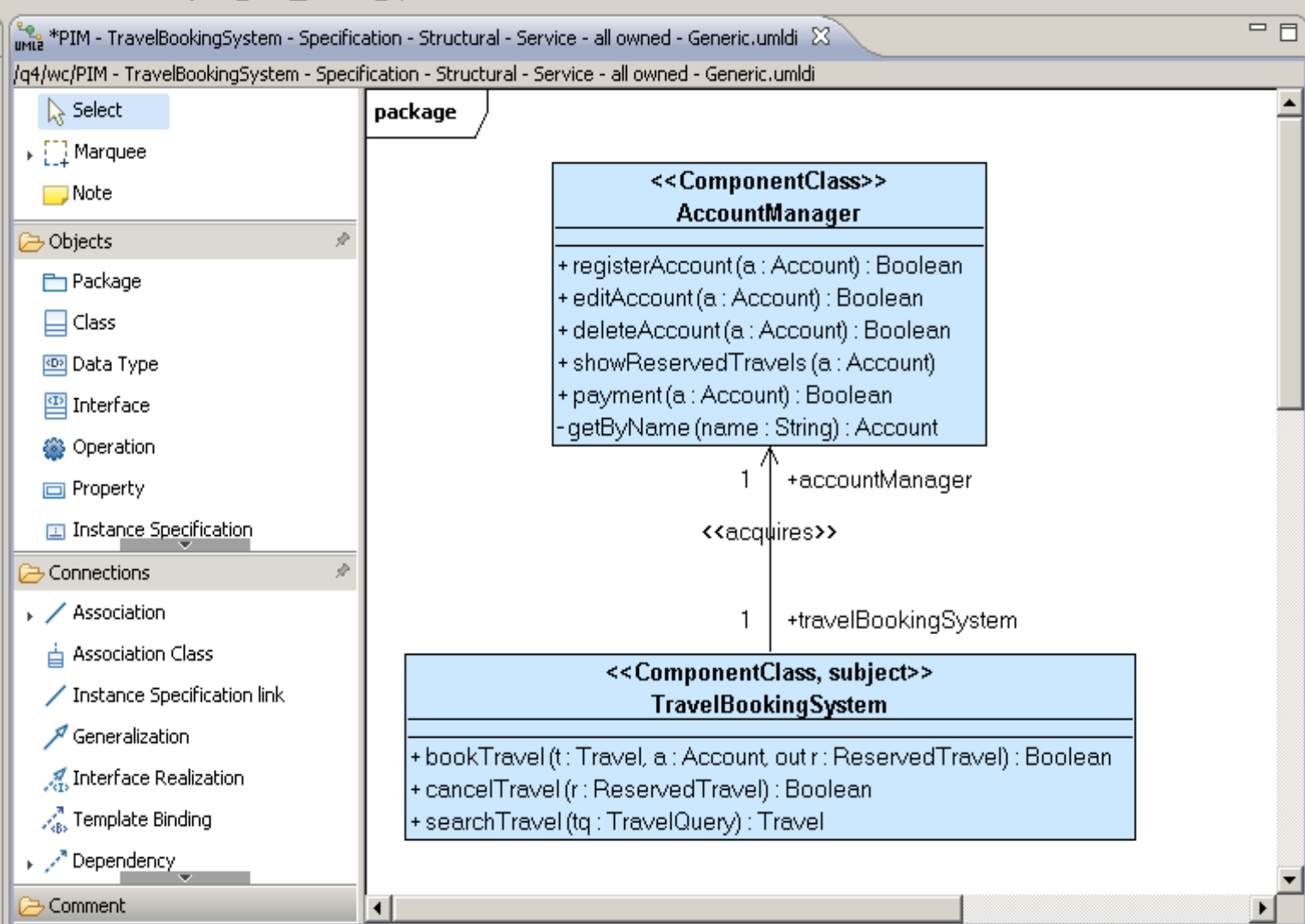
**Granularity**

- Service
- Type

**Operation**

- all owned
- bookTravel
- cancelTravel
- searchTravel

**Variant(Generic)**



Error Log Properties Outline Problems

1 error, 0 warnings, 0 others

Description	Resource
<ul style="list-style-type: none"> <li>Errors (1 item)                             <ul style="list-style-type: none"> <li>Visibility must be public in the Specification, however "getByName()" is not publicly visible.</li> </ul> </li> </ul>	PIM - TravelBookingSystem - Specification - Stru...

Navigator Dimension Explorer

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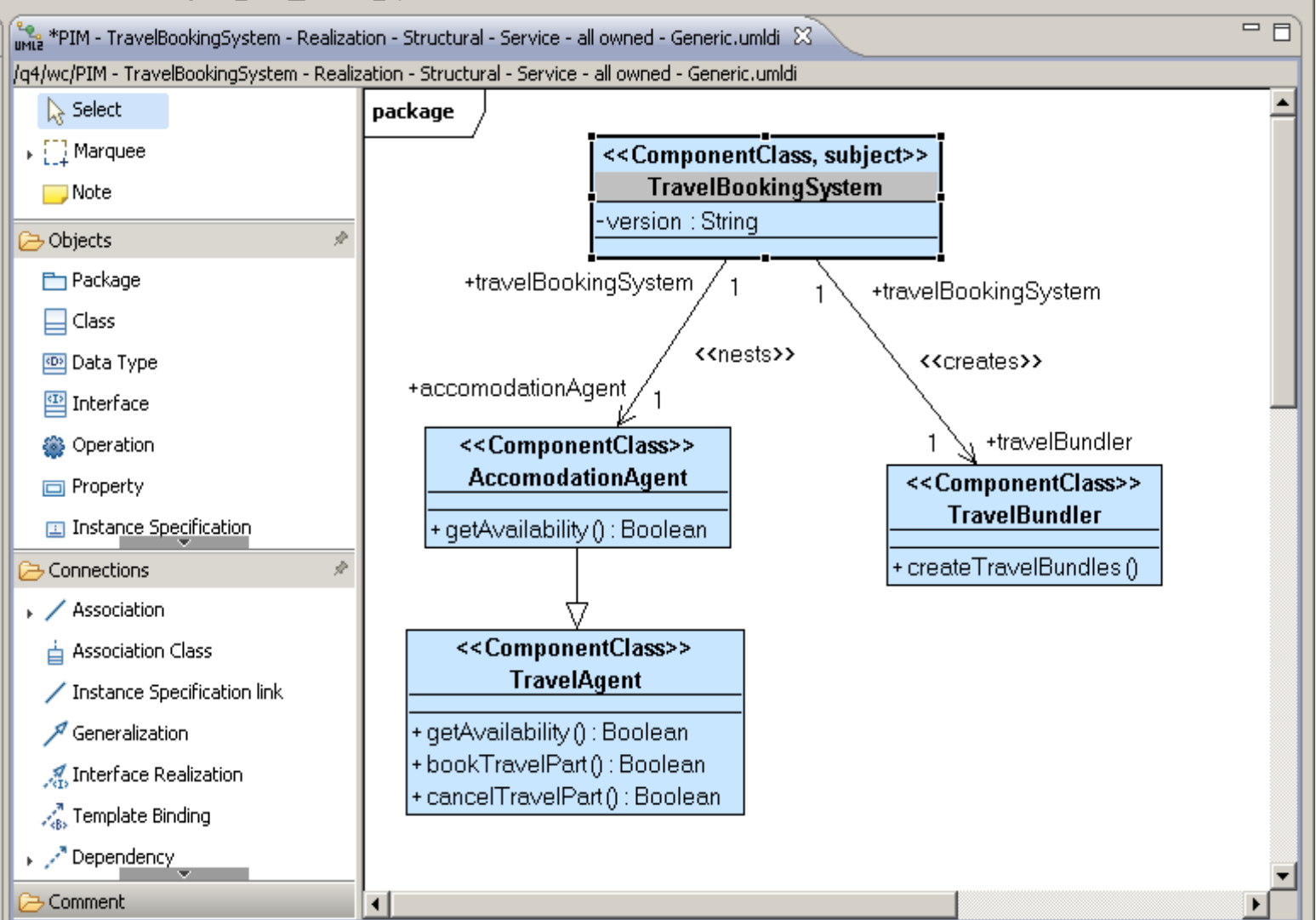
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- Type

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**Variant(Generic)**



Error Log Properties Outline Problems

**<<componentClass, subject>> <Class> TravelBookingSystem**

**Model** Name: TravelBookingSystem

**Stereotypes** Visibility: public

**Stereotype Attributes**

**Owned Rules**  isAbstract



- An approach needs to be applicable to more than just a toy example
  - An approach must be scalable for the chosen field of applicability
  - Simple minded implementation approach –
    - uni-directional transformations (SUM-to-view, view-to-SUM)
    - create a new (version of the) view whenever there is a change in the SUM
    - create a new (version of the) SUM whenever there is a change in a view
  - Would work but -
    - not scalable (inefficient)
    - transformation more complex than necessary
    - too large grained
- ⇒ Delta-based bidirectional lenses



- Lenses (Pierce et al. 2007) are bidirectional transformations based on put and get operations
  - axioms for *well-behaved lenses*

$$\text{get}(\text{put}(v, s)) = v \quad \textit{PUTGET invariant rule}$$

$$\text{put}(\text{get}(s), s) = s \quad \textit{GETPUT invariant rule}$$

- axiom for *very well behaved lenses*

$$\text{put}(v', \text{put}(v, s)) = \text{put}(v', s) \quad \textit{PUTPUT rule}$$

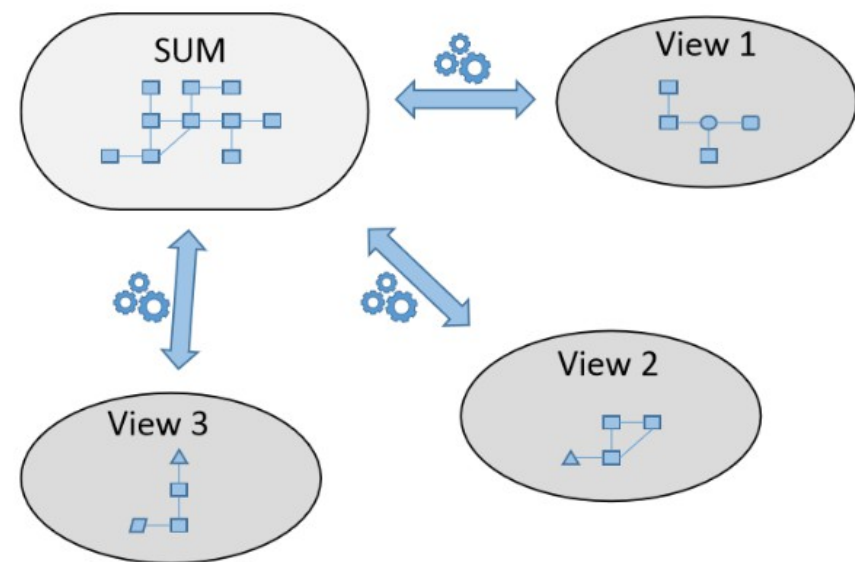
- Delta-based Lenses (Diskin et al. 2011)
  - dput and dget operations driven by the changes to the views
  - avoids problems with the *PUTPUT* rule

$$\text{if } \Delta s = \text{dput}(\Delta v, s), \text{ then } \text{dget}(\Delta s) = \Delta v \quad \equiv \textit{DeltaPUTPUT rule}$$

- much more fine-grained and scalable



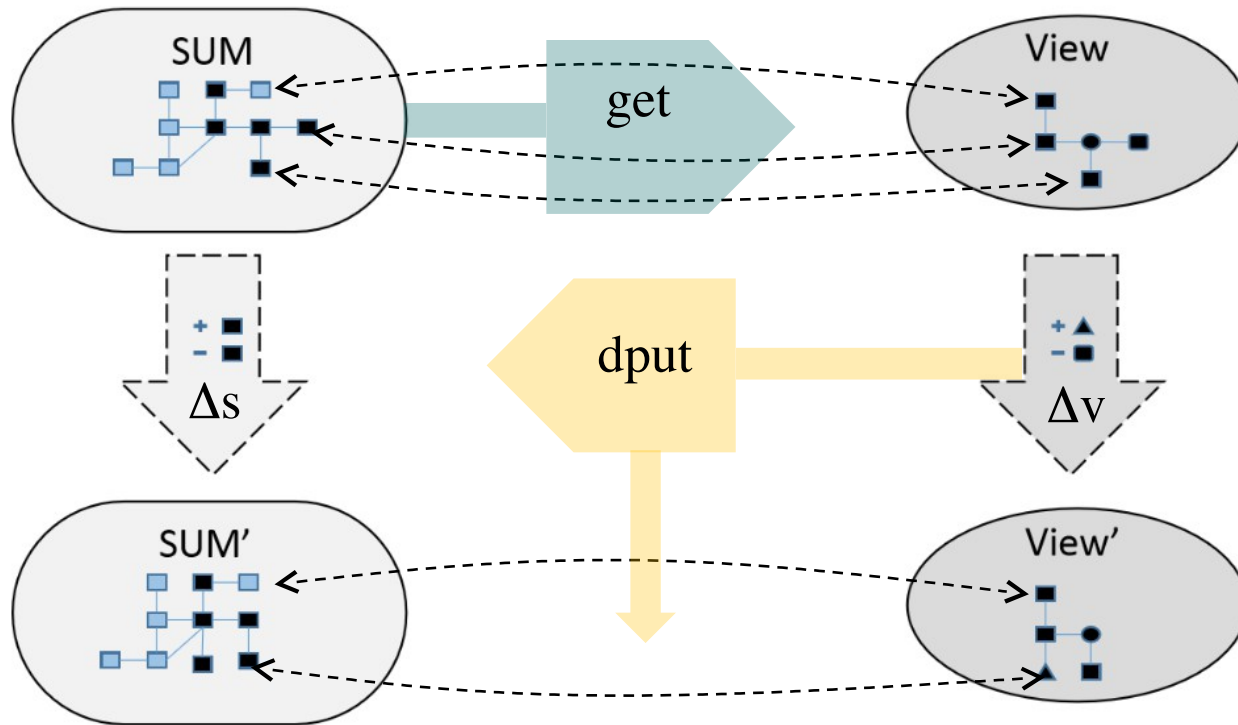
- The SUM is much larger than the views
  - the views are relatively small and compact
- Views can be updated concurrently
  - axioms only applicable locally (i.e. to one view at a time)
- Usually have one-to-one correspondences between view elements and SUM elements
  - changes can conveniently be traced to the affected element
- View elements cannot be changed just locally
  - for example, cannot delete an element from just the view, but not the SUM



# Hybrid Approach



- use **get** to create views from the SUM
- use **dput** to update the SUM when a view is changed





- **Traces** allow affected SUM elements to be efficiently identified
  - can be generated most mainstream transformation engines
- Traces also allow the open views impacted by a change to be identified
  - must be updated dynamically a la MVC pattern
- Use of **get** to create views reduces the complexity of the transformation with little extra overhead
  - no need to update trace information
- Use of **dput** to update the SUM greatly enhances the efficiency of updating SUM
  - the SUM is only ever updated via changes to views
- However, it increases the amount of information that needs to be stored on the server
  - part of the SUM?





- Work in progress.... !
- Related work
  - Inclusion of correspondences suggests connection to Triple Graph Grammars (definition of completeness, correctness etc.)
  - Vitruvius (change objects, projectional scope ...)
- Challenges
  - determine appropriate laws in a multi-view context -
    - e.g. when does PUTPUT make sense?
  - accommodate many-to-many correspondences
- Possible enhancements
  - extend correspondence information with layout information to allow retainment of layout between view updates
  - allow local editing and manipulation of views
    - e.g. domain specific rendering