Fakultät Informatik - Institut Software- und Multimediatechnik - Softwaretechnologie

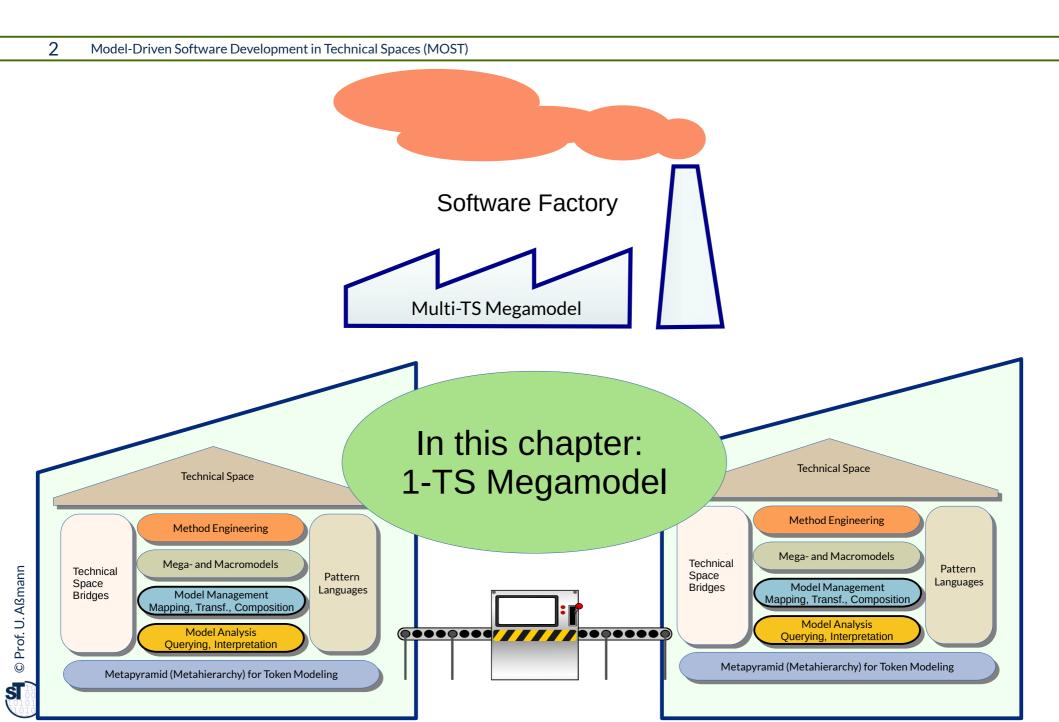
# 72. Orthographic Software Modeling (OSM) with Single Underlying Model (SUM) - A 1-TS-Megamodel with Total Consistency

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/teaching/most
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- Orthographic Software Modeling (OSM) and Single Underlying Model (SUM)
- 2) Lenses



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



- 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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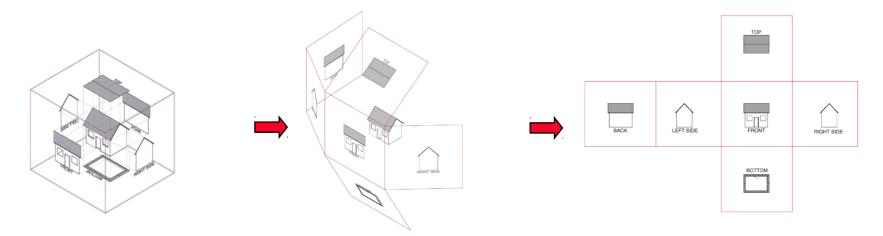




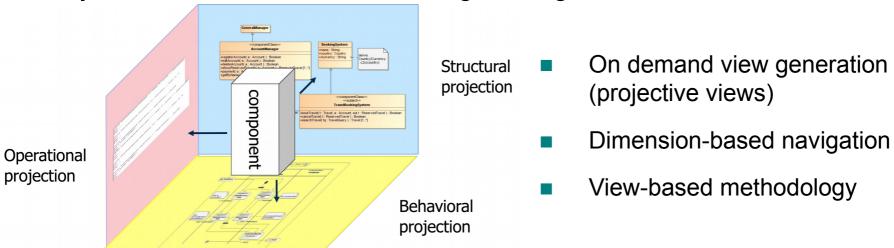
# 72.1 Orthographic Software Modeling (OSM)



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



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

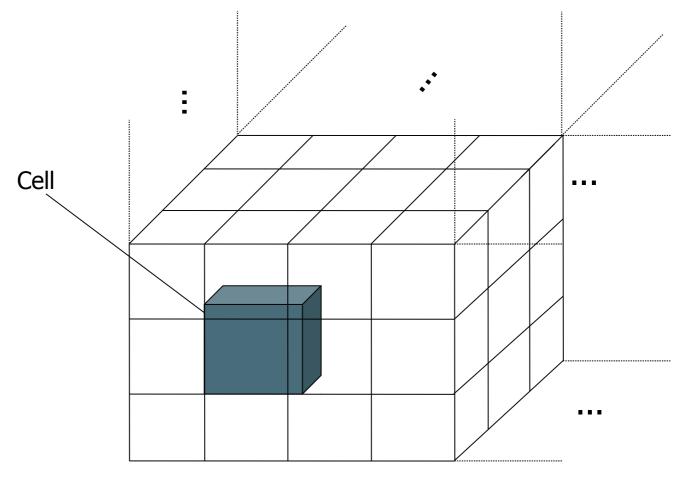




## **Dimension Based Navigation**

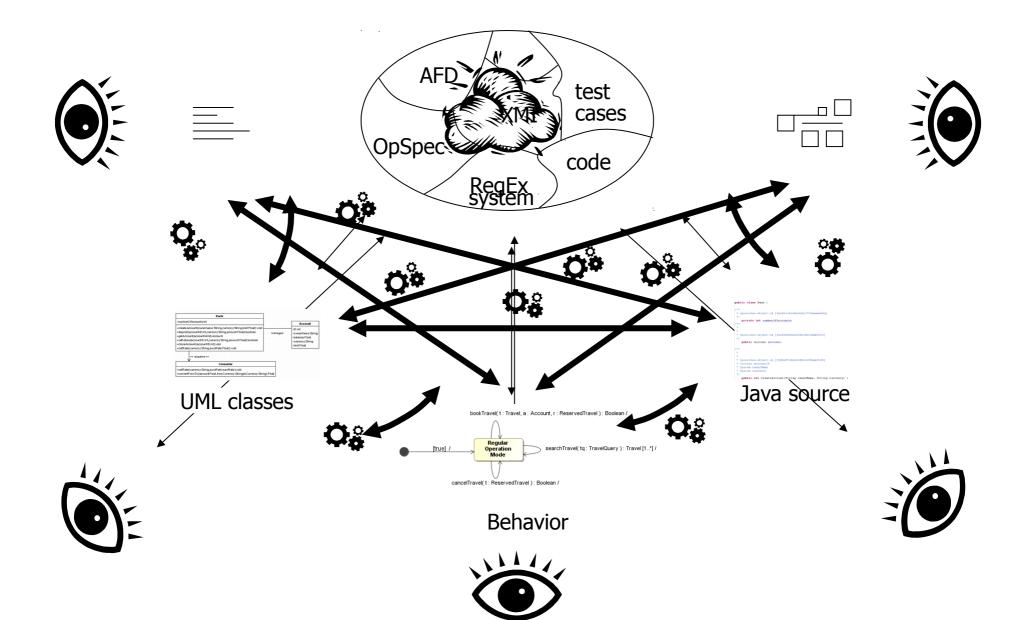


- views organized in a multi-dimensional cube
- one choice always "selected" from each dimension
- each cell represents a viewpoint



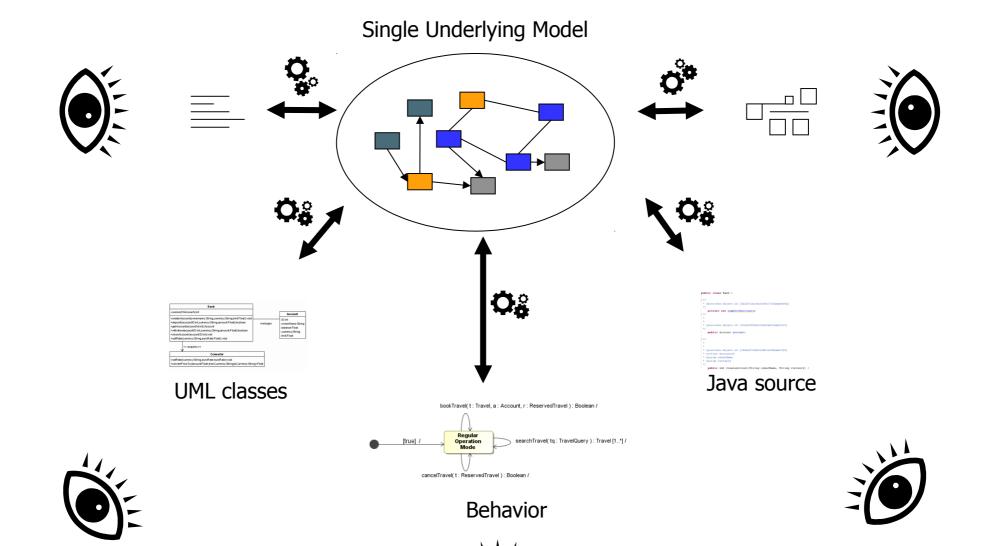
### Traditional View-based Environment

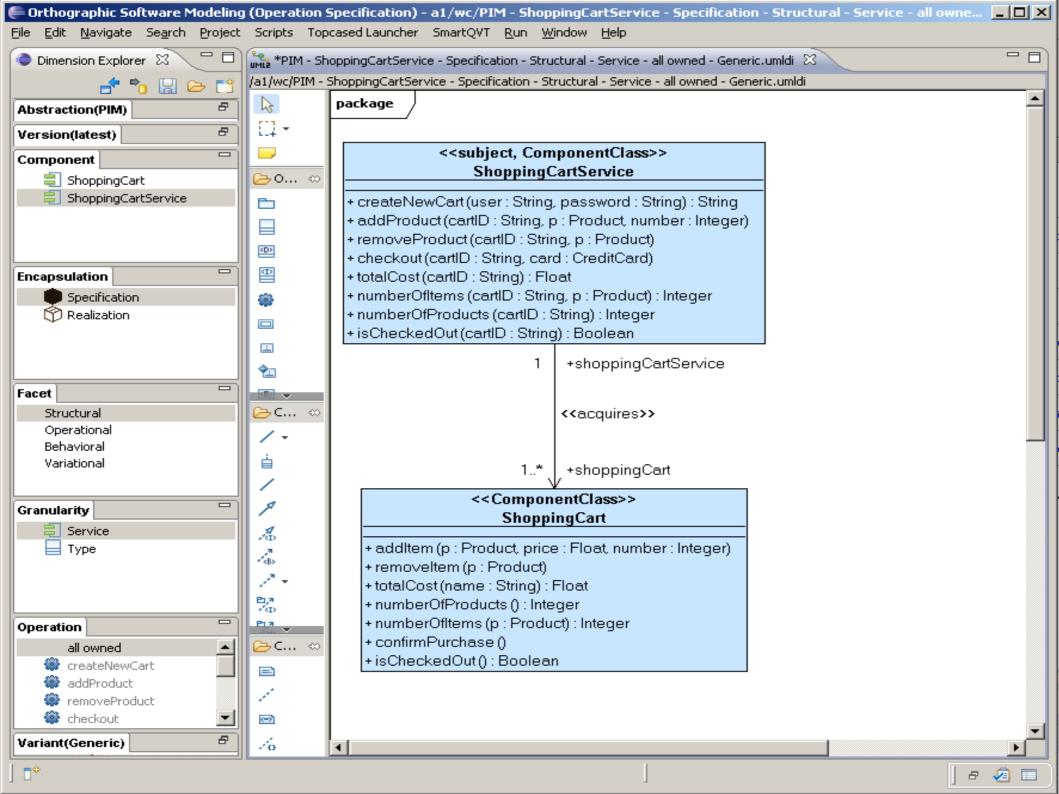


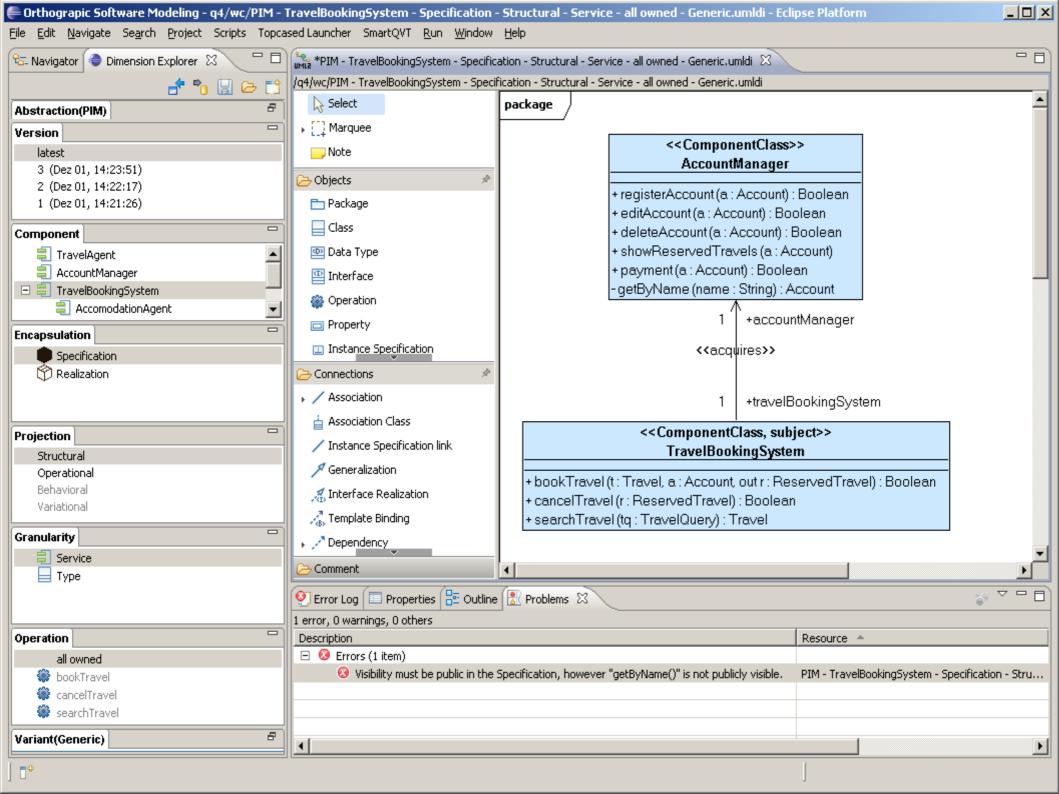


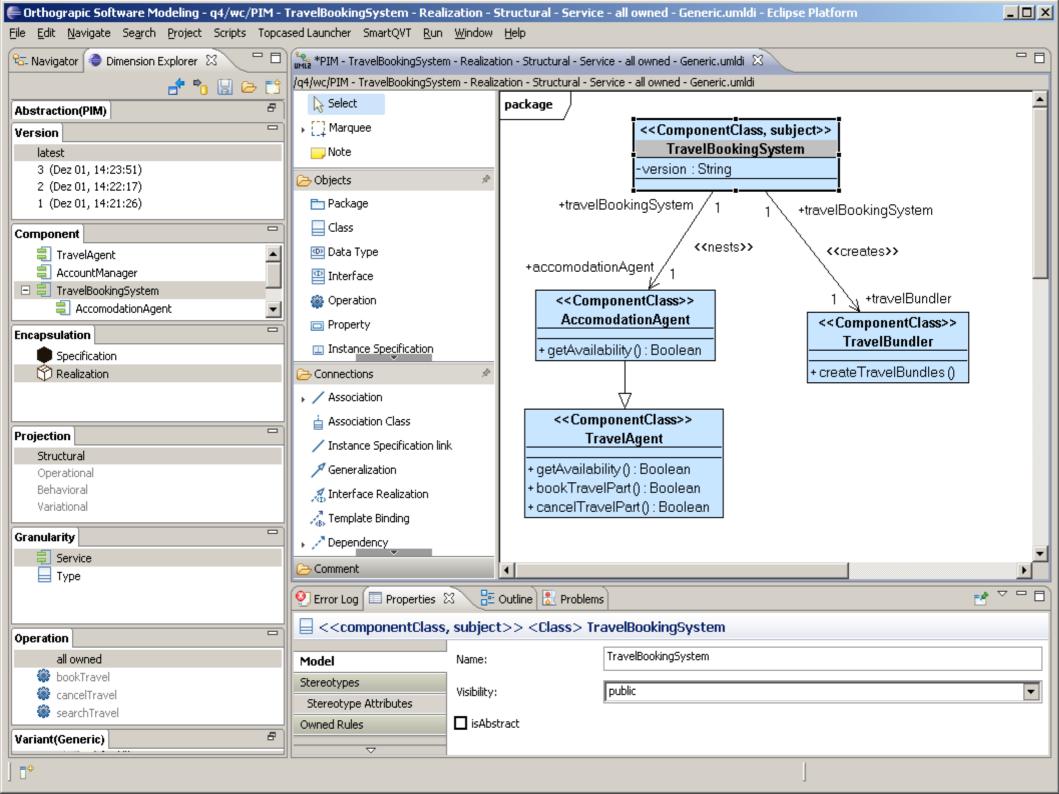
#### On-Demand View Generation











## Scalability and Applicability



- An approach needs to be applicable to more than just a toy example
- An approach must 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



#### 72.2 Delta-Based Lenses



- Lenses (Pierce et al. 2007) are bidirectional transformations based on get (projection, checkout) and put (integration, checkin) operations
  - axioms for well-behaved lenses

```
v: View; s:SUM

get(put(v, s)) = v // PUTGET invariant rule

put(get(s), s) = s // GETPUT invariant rule
```

axiom for very well behaved lenses

```
put(v', put(v, s)) = put(v', s) // PUTPUT invariant rule
```

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

if 
$$\Delta s = dput(\Delta v, s)$$
, then  $dget(\Delta s) = \Delta v \equiv DeltaPUTPUT rule$ 

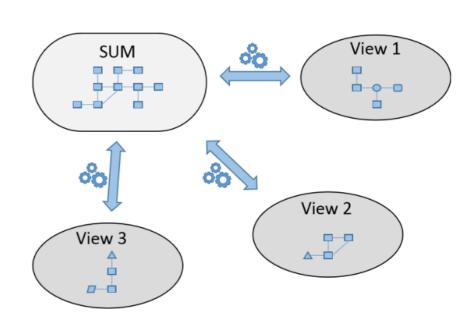
much more fine-grained and scalable



#### **OSM Context**



- 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

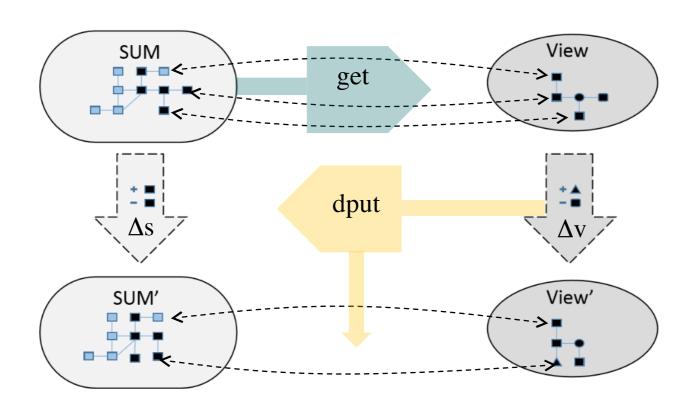




## **Hybrid Approach**



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





#### **Pros and Cons**



- **TGG** can be used to specify put/get and dput/dget combinators
- 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?



- The SUM principle can be played on all metalanguages, e.g., CROM
- Contexts provide viewpoints
- Roles provide views
- ► Theorem: If in a CROM-based SUM, a change is local to a context, then the change fulfils the delta-putput invariant

#### Conclusion



- 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

