

### Meta-models and Grammars Prof. Andreas Prinz

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Introduction Modelling Meta-modelling Compilers Meta-models vs. Grammars Summary

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# What is a model?

- An abstraction of a system
- What is the best model of a cat?
  - It is a cat. But it has to be the same cat!
- A model needs a representation because it is abstract.
- A model describes several systems.
- A model is similar to a language.
  - It is applicable to some sort of systems.
  - It distinguishes between correct and wrong systems.
  - It has some (internal) structure.

# The meaning triangle



### What is a meta-model?

- A description of a class of models
- Meta-models (languages) can have several aspects



# How is this done in SDL?

SDL-2000 as standard of the SDL language.



#### 4/25/2006

# How is this done in UML?

• UML 2.0 as OMG standard.



# **Meta-modelling and Tools**

 XMF from Xactium as example tool set. simulator Idea: The meta-model IS the tool. graphical run Graphical **Representation:** Behaviour: editor Formal XOC Formal grammars transform Structure: Textual ormal-meta-mode editor transformator Parser onstraints: Exchange Formal format Access OCL interface Checker Repository

# A meta-modelling architecture

MOF (meta-meta)	Le vel	Class	Property	Assoc.	OCL
	2	class concept	property concept	Assoc. concept	OCL concept
UML meta-model		•	•	•	(meta- model)
User model	1	specific class	specific property	specific assoc.	OCL formula
Model instance	0	object of a class	slot with value	link between objects	value

# Clabjects



#### MDA in OMG context



# INF 5110 - 2006

# **Compilers & problems**

- Graphical languages
- Domain specific languages



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#### Meta-models versus grammars

- Advantages of grammars
  - Strong mathematical basis
  - Tree-based
  - Trees can be extended into general graphs
  - Several advanced tools available
  - Easily understandable
- Advantages of meta-models
  - Direct representation of graphs (graphics!)
  - Namespaces and relations between language elements (in particular for language transformations and combinations)
  - Object-oriented definition of oo languages
  - More problem-oriented
  - Reuse and inheritance
  - Tools allow direct handling of models (repositories)
  - Structuring possible (e.g. packages)

# **INF 5110 - 2006**

### **Example: EBNF in EBNF**

```
BnfGrammar ::= Rule*
```

```
Rule :: NonTerminal ('::' | '=' | '::=') Expression
```

```
Expression = Alternative | Composition | PExpression
```

PExpression =

```
Optional | AtLeastOne | Arbitrary | Symbol | '(' Expression ')'
Alternative ::= PExpression '|' (PExpression | Alternative)
Composition ::= PExpression +
Optional ::= '[' Expression ']'
AtLeastOne ::= PExpression '+'
Arbitrary ::= PExpression '*'
Symbol = Terminal | NonTerminal
```

#### **Example: Abstract syntax of EBNF**

- BnfGrammar ::= Rule\*
- Rule :: NonTerminal Expression
- Expression = Alternative | Composition | Optional | AtLeastOne | Arbitrary | Symbol
- Alternative ::= Expression +
- Composition ::= Expression +
- Optional ::= Expression
- AtLeastOne ::= Expression
- Arbitrary ::= Expression
- Symbol = Terminal | NonTerminal

#### **Example: simple meta-model for EBNF**



#### **Example: reworked meta-model for EBNF**



#### **Example: reworked meta-model for EBNF**

<<enumeration>> MultiplicityKind Arbitrary AtLeastOne Optional One



#### Example: final meta-model for EBNF





#### **Transformation to the meta-model**

- 1. Every symbol is represented with a class.
- 2. A rule with a single symbol on the rhs is represented with an association between the class representing the lhs and the rhs.
- 3. A rule with a composition on the rhs is represented with an association for every sub-expression.
- 4. A rule with an alternative on the rhs is represented with a generalization for every sub-expression.
- 5. A sub-expression consisting of just one symbol is represented with the symbol's class.
- 6. A sub-expression being a composition or an alternative is represented with a new class with new name. The composition is then handled like a rule.

### From grammars to metamodels

- Nowadays languages are usually grammar-based
- How can we come to a metamodel?



# Using the transformation for SDL

- Introduction of abstract concepts
  - General: namespace, namedElement, typedElement
  - Specific: parametrizedElement, bodiedElement
- Introduction of relations
  - Procedure name versus procedure definition
- Deletion of grammar artefacts
  - Referencing: identifier, qualifier
  - Names in general
  - Superfluous structuring

### Summary

- Languages of the future will be defined using metamodels
- Meta-model language definitions allows
  - Direct access to the models
  - Easy exchange of representation or several of them
  - Combination of tools handling the language
  - Description of relations between languages
- An important future work is the identification of joint concepts.
  - MOF is not enough here, describe more in-depth relations
  - Have communities discuss their concepts.